THE WORLD OF FREE SOFTWARE – YOUR MONTHLY GUIDE

AMIGA · PC · ST

PUBLIC DOMAIN

AMIGA · PC · ST

ISSUE 4 ● £2.95
MARCH 1992

PUBLISHING FOR PENNIES

Follow our step-by-step guide to creating a magazine using PD and shareware ...PAGE 50

Enter the amazing realm of demos ...PAGE 20

Set up your own bulletin board ...PAGE 68

Disk copiers – friends or fiends? ...PAGE 36

AMIGA ● PC ● ST
PACKED WITH GREAT PROGRAMS

PUBLIC DOMAIN COVER DISK 4

AMIGA

Match Patch: Pulsating platform fun
D Copy: Powerful disk copier
NewZAP: Analyse your files byte-by-byte

PC

Arctic Adventure: Cool chaos on ice
Explosive • CED
Fred • Magazine
Publisher: Make your own disk mag

ST

Blockade: You'll get your QIX out of this arcade classic!
FCopy III: Copy disks quickly and easily
What Is • QIndex

Program packed disk. Quick – turn to page 6 for details!

Tri-format disk © Rob Northen Computing

What no cover disk?

Why not ask the nice person behind the counter whether they are keeping it safe for you!

FULL DETAILS OF DISK ON PAGES 6-9

OVER 200 PROGRAMS REVIEWED & RATED

Future PUBLISHING
Your guarantee of value

9 770963 826009 03

MENU DRIVEN SHAREWARE

Most of our disks contain a friendly easy to use menu system to assist you in loading the program, installing the program, reading or printing the documentation etc. Below is a selection of our themed packs which represent exceptional value.

INTRODUCTORY pack 1

PC Write V2.7 (2)
Tutor Dos (4) Instant Recall (1)
Auto Menu (1) PC Calc (1)
PC Tutor (1) File Utilities (1)

BUSINESS pack 1

PC Type V4 (3) PC File V5 (2)
PC File Plus (2) Freecalc (1)
As Easy As (1) Magic Menus (2)

EDUCATION pack 1

Teachers Tools (2)
Educational Games 1 & 2 (2)
Word Games (1) Word Gallery (1)
PC Fastype (1), ABC Fun Keys (1)
Language Tutors (2)
Amy's First Primer (1)

INTRODUCTORY pack 2

Sage Words (1) File Express (2)
PC Tutor (1) Zephyr (2)
Magic Menus (2) Virus Toolkit (1)
Membership Database 2

BUSINESS pack 2

Freeway Accounts Plus V4 (3)
Page Financial Contoller (3)
Freeway Cashbooks (3)
Noyes Incomplete Records (1)
Checkbook Charlie (1)

EDUCATION pack 2

Tutor DOS (4) PC Tutor (1)
Basic Tutor (1) Batch Tutor (1)
8086 Tutor (1) PC Fastype (1)
C Tutor (1) HInts & Tips (1)

Each pack contains 11 disks and is priced as follows:
5.25" Disks £15.00 3.5" Disks £17.50

ACCOUNTS

Code	Program	Disks
1001	Freeway Accounts Plus	3
1004	Freeway Payroll	3
1007	Freeway Cashbook	3
1010	Noyes Accounts	1
1011	Noyes Accounts Plus	1
1014	Noyes Cashbooks	1
1015	Noyes Cashbooks Plus	1
1017	Page Financial Controller	3

BUSINESS

Code	Program	Disks
1501	EZ-Forms	1
1503	Formgen	1
1504	Formaster	1
1506	Front Office	3
1509	Policy Maker	2
1511	Laser Letterhead	1
1512	PC Sell	1
1513	Sage Trader	1
1514	Purchase Order	1
1515	PDS Quotes	1
1516	EstiBid	5

COMMUNICATIONS

Code	Program	Disks
2001	Procomm Plus	1
2002	Eazlink V3.4	2
2004	Greycomm	1

DATABASE

Code	Program	Disks
2501	PC-File Plus	2
2503	File Express	2
2505	PC-File V5	3
2508	Zephyr	2
2510	Membership Database	2
2512	Database Publisher	1
2513	Wampum	2
2515	Instant Recall	1
2516	FreeFile	1
2517	Simply Labels	1
2518	InfoBASE	1
2519	Softcat	1
2520	PC-File Plus V3.0	4

EDUCATION

Code	Program	Disks
3001	Tutor DOS	4
3005	Basic Tutor	1
3006	PC-Tutor	1
3007	Batch Tutor	1
3008	8086 Tutor	1
3009	C Tutor	2
3101	Lotus 123 Tutor	1
3102	WordPerfect Tutor	2
3104	dBase IV Tutor	1

EDUCATION-General

Code	Program	Disks
3201	PC-Fastype	1
3202	Teachers Tools	2
3204	Educational Games Disk 1	1
3205	Educational Games Disk 2	1
3206	Word Games	1
3207	Word Gallery	1
3251	Amy's First Primer	1
3252	ABC Fun Keys	1
3301	French Tutor	1
3302	German Tutor	1
3303	Italian Tutor	1

GRAPHICS PROGRAMS

Code	Program	Disks
3501	Draft Choice V1.4i	1
3502	Present	1
3503	Express Graph	1
3504	City Desk V2.0	1
3505	Image 3D	1
3506	Graphics Workshop	2
3508	Flowdraw	2
3601	Gem Art Disk 1	1
3611	Printshop Graphics Disk 1	1
3621	Printmaster Graphics Disk 1	1
3622	Printmaster Graphics Disk 2	1
3631	SmartArt Clip Art (IMG)	1

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Code	Program	Disks
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4002	Beyond The Titanic	1
CGA GAMES		
4101	CGA Games Disk 1	1
4102	CGA Games Disk 2	1
4103	CGA Games Disk 3	1
4104	CGA Games Disk 4	1
4105	CGA Games Disk 5	1
4111	Monopoly	1
4112	Ford Simulator	1
4113	Bushido	1
4121	Pinball Games Disk 1	1
4131	Basic Games Disk 1	1
EGA GAMES		
4201	EGA Games Disk 1	1
4202	EGA Games Disk 2	1
4211	Mah-Jongg	2
4213	Blackjack	1
VGA GAMES		
4301	VGA Games Disk 1	1
4302	VGA Games Disk 2	1
4311	Las Vegas Casino	1
4312	What is it?	1

LEISURE

Code	Program	Disks
4501	Home Budget Management System	1
4503	Talk/PC Musician	1
4504	Express Check V2.06	1
4505	Checkbook Charlie V2.01	1
4506	CheX V2.41	1

GENERAL

Code	Program	Disks
5001	PC Prompt	1
5002	PC Demo	1
5003	Early Bird V1.0	1
5004	Quick Personal Accounting System	1
5005	Football Forecast V3.0	1

SPREADSHEET

Code	Program	Disks
6001	As Easy As	1
6002	PC-Calc Plus	3
6005	Freecalc	1
6006	InstaCalc V2.0	1

UTILITIES

Code	Program	Disks
7001	PKZIP (PKZ110)	1
7002	Arc Master	1
7003	Narc	1
7101	The Virus Toolkit	1
7102	Format QM/Copy QM	1
7121	Disk Utilities Disk 1	1
7122	Disk Utilities Disk 2	1
7123	Disk Utilities Disk 3	1
7201	DOS Shells One	1
7202	DOS Shells Two	1
7203	Professional Master Key V3	2
7205	4DOS	1
7221	DOS Utilities Disk 1	1
7301	Screen Machine & Cellboss	1
7401	Hard Disk Tools	1
7402	Treeview	1
7501	Automenu	1
7502	Magic Menus	2
7601	Bradford V2.03	1
7602	LQ V2.34	2
7604	Image Print V1.5	1
7702	File Utilities	1
7703	Patriquins Utilities	1
7704	Buerg's Utilities	1

WORDPROCESSING

Code	Program	Disks
8001	PC Write	1
8002	PC Write Lite	2
8004	PC Type II	3
8007	PC Type Plus	3
8010	Sage Words	1
8011	Multi-Lingual Word Processor	1
8012	New York Word	2
8014	Rubicon Publisher	3
8017	Galaxy	1
8018	PC Write V2.7	2
8020	Freeword	1
8401	PC Outline V3.35	1

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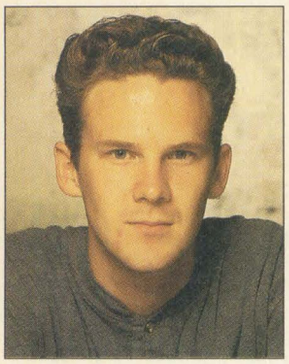
PUBLIC DOMAIN



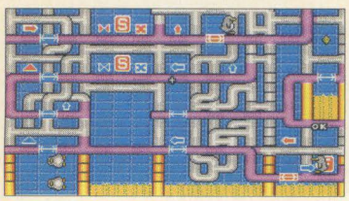
Welcome to issue four of *Public Domain*, and what an issue we have lined up for you!

Public domain and shareware software covers such a diverse area of applications that you can do virtually anything that computers can do for next to nothing!

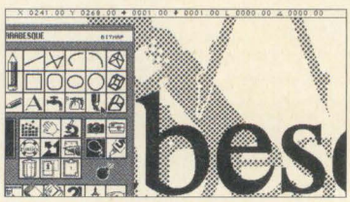
We explore desktop publishing: producing your own magazines, fanzines, newsletters – anything, in fact, that you want to look well-presented and professionally-printed. Just promise that you won't produce a rival to *Public Domain*, won't you?

Our comms coverage has proved to be very popular, and this issue we tell you how you can set up a bulletin board of your very own. We tell you all you need to get a system up and running, including, of course, the vital software, all of it available from libraries and existing bulletin boards.

The world of demos is blown open. What are they and why do people write them? These questions are answered. In the meantime I have a question for you: why are so few demos available on the PC? It's proven itself very capable in other areas. Come on PC coders – do your stuff!



What are these penguins up to on those pipes. Find out in the Games reviews ...38



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THE PD TEAM – ISSUE 4

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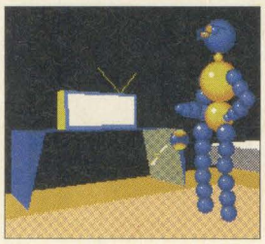
16 Letters
It's an outrage! If you've got something to say then say it! And if you haven't, then read what others have to say instead

20 The amazing world of demos



Demos look amazing and are very complicated. Whether you think they're wonderful or a waste of time, you can't deny that they're technically impressive. We check out the demo scene

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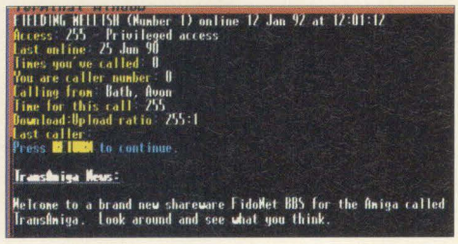
Just think, a bulletin board of your very own. We tell you all you need to know about setting one up – and all using software available as public domain or shareware


FIELDING, MELTISH (Number 1) online 12 Jan 92 at 12:01:12
Access: 255 - Privileged access
Last online: 25 Jun 90
Times you've called: 0
You are caller number: 0
Calling from: Bath, Avon
Time for this call: 255
Download:Upload ratio: 255:1
Last caller:
Press to continue.
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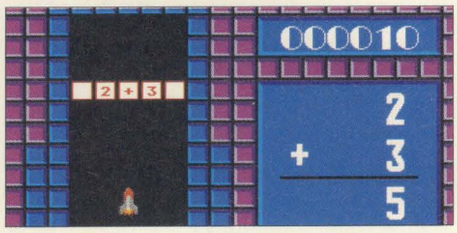

Mail order 97
Psst! Wanna know where you can get hold of a top-quality modem at bargain price? Then turn to this page, now!

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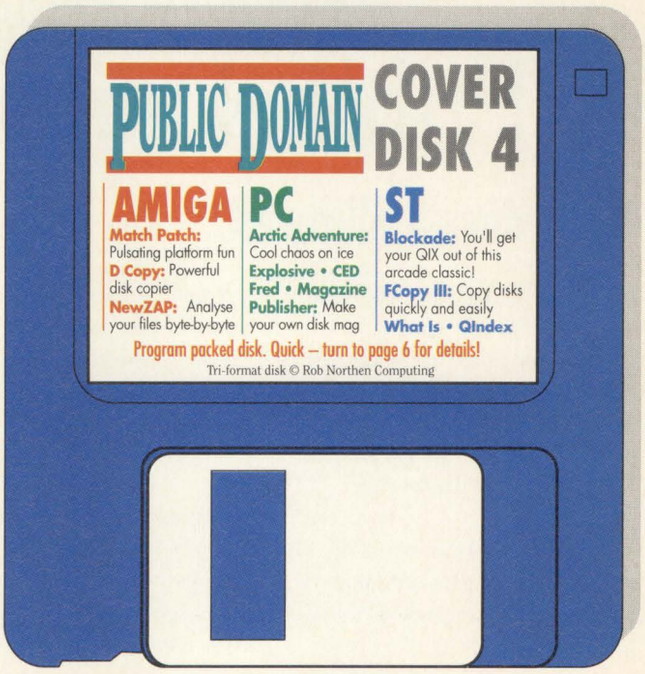
COVER DISK NO.4


PUBLIC DOMAIN COVER DISK 4
AMIGA
Match Patch: Pulsating platform fun
D Copy: Powerful disk copier
NewZAP: Analyse your files byte-by-byte
PC
Arctic Adventure: Cool chaos on ice
Explosive • CED
Fred • Magazine Publisher: Make your own disk mag
ST
Blockade: You'll get your QIX out of this arcade classic!
FCopy III: Copy disks quickly and easily
What Is • QIndex
Program packed disk. Quick – turn to page 6 for details!
Tri-format disk © Rob Northen Computing

Got an Amiga? ..... Turn to page 7.....

- **Match Patch** Conquer the elements in this addictive and challenging platform game
- **NewZAP** Load and edit Amiga files, and examine them right down to their bare bytes
- **D Copy** Back-up your disks quickly and easily with this powerful copying program

Got a PC? ..... Turn to page 8.....

- **Arctic Adventure** Your reactions are tested to the limit in this perplexing platform puzzler
- **Magazine Publisher** Producing your own diskzine has never been so easy thanks to this digital publishing marvel
- **Explosive** Boasting an impressive firework display this is one of the prettiest answers to screen burn-in prevention ever
- **Fred** Need to know what's on your disk at a glance. *Fred's* the program that'll sort it out for you
- **CED** Recall previous commands at the press of a key

Got an ST? ..... Turn to page 9.....

- **Blockade** Be a megalomaniac – capture as much of the screen as you can in this version of the classic *QIX*
- **F Copy III** Copying disks has never been so easy thanks to this powerful duplication utility
- **What Is** Can't remember what that file is or what it does? Find out in an instant with *What Is*
- **QIndex** Test your ST to see how well it performs

Making the most of Public Domain

What does it all mean?

● **Public Domain** is a generic term which at its simplest and purest level refers to non-copyrighted software which can be distributed freely. You can copy a public domain disk with no fear of breaking copyright laws. If you order disks from a library, then in theory you should only be charged for the distribution and copying costs.

Freeware is virtually the same as PD except that the author retains the copyright to his program and you are not allowed to alter the program in any way.

● **Shareware:** Operates on a try-before-you buy basis. Distributed in the same way as PD software (your mates can copy it), the difference being that if you like the program and intend to use it regularly you are required to send off a registration fee. This is usually fairly minimal, and often represents good value as some shareware programs rival commercial counterparts. Another form of shareware is bannerware. These programs are cut-down versions of commercial or shareware programs which are released into the public domain as a teaser, in the hope that it'll impress you so much you'll want to buy the full-priced versions.

● **Licenceware:** Not really PD at all, though it is usually distributed by the same libraries. Certain libraries are licensed to sell the software, and for every copy of the program sold the author receives a royalty. Licenceware cannot be copied freely among friends.

● **Otherware:** You might come across such terms as giftware, charityware and even chocolateware while browsing through library catalogues. These are usually pretty rare, and require you to send some sort of gift to the author (the clue is usually in the name) or some other organisation they have nominated.

Colour coding...

Being a multi-format magazine – we cover the ST, PC and Amiga in equal measure – there will be some sections that will be relevant to only one type of computer. So to make life easier we've colour-coded the magazine so that you tell instantly if a review or article will appeal to you...

Amiga **All AMIGA-related articles are indicated in RED**

PC **All PC-related articles are indicated in GREEN**

ST **All ST-related articles are indicated in BLUE**

Everything else should be of interest to everyone.

Where to get PD software

There are literally hundreds of public domain and shareware libraries around the country, and most of the programs we review are available from more than one of them. We give the name of the library that sent us the software for review, but if you see a program that takes your fancy it will probably be available from other libraries as well, so there's no harm in shopping around. And don't forget to check out the ads in this issue as well. There's an ad index at the back of the mag to help you find track down libraries.

If you run a PD library and you want a mention, then the best way to make sure you get one is to send us in some software!

COVER DISK

Whether its indispensable utilities, flabbergasting games or essential applications you're after the Public Domain cover disk has the lot every month, no matter what your machine.

This is all possible because of a custom disk format specially developed for *Public Domain*. Insert and enjoy!

What those programs are at a glance

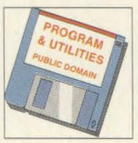
Business & Applications

From word processors and spreadsheets to databases, everything

to make your business run more smoothly

Programming & Utilities

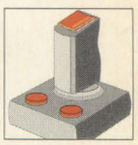
If you're seriously into serious computing these are the programs you



need to get the most out of your machine

Games

Of course we do! It's not all work, work, work! Bast-'em-ups, puzzlers and platform action – all your joystick will ever need...



Shareware Contributions

Please note that many of the programs on the public domain cover disk are shareware. You are therefore morally bound to pay the programmer a minimal shareware contribution if you decide to continue using their program. Full details on how to register your copy of the shareware utilities are included in the documentation files for each program. Do the decent thing.

Disk problems

We test the programs on the cover disk as thoroughly as possible. However, the custom format of the disk is very complicated. Should you experience difficulties with your disk, there are two courses of action to take, depending on the nature of the problem:

Disk won't load?

In the instance that you can't load *any* of the programs or an error occurs when you try to access the cover disk, chances are that you have an incorrectly duplicated disk. *Public Domain* is responsible for more copying than 70,000 disks, and of those it is possible that a few of them haven't been duplicated properly. If this sounds like the problem you've been experiencing, send the disk, together with an SAE to:

***Public Domain* March Disk, Disk Copy Labs, Unit A, Westmarch, London Road, Daventry, Northants NN4 4SA**

A replacement disk will be winging its way to you as soon as possible. Please note that is very important that if you send a disk to Disk Copy Labs you include information about what type of computer system you have so if there are any duplication problems they can be ironed out.

Program won't run?

One the other hand, if you have a problem with one or more of the *programs* on the disk, such as you can get them running but they crash or you can't access certain functions, then we'd like to hear about it. Write to us at the address below, detailing the problem. Information on the type of system and set-up you have could also be useful. Send these details to:

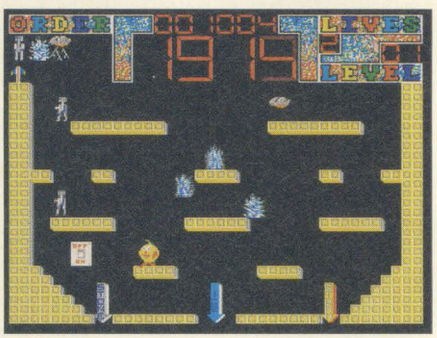
Cover Disk Problems, *Public Domain*, Future Publishing Ltd, 30 Monmouth Street, Bath BA1 2BW

AMIGA

Match Patch
(Public Domain) Games

While the public domain is awash with games usually adapted or converted from commercial releases, it's rare to see first class original programs coming out. One of those rarities is *Match Patch* and it's one of the best we've seen to boot. It takes ideas from a number of different game genres and combining them to create an addictive and challenging game.

The idea of the game is to rid each level of various nasties by shooting them with one of the weapons available to you. A different weapon has to be used for each type of nasty, and these can be collected by falling through the appropriate holes at the bottom of the screen. So, for example, to kill the stone statues you have to fall through the 'stone' gap at the bottom of the screen. Then all you have to do is press the fire button to fire the deadly projectile across the screen.

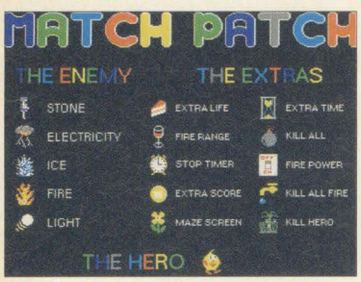


With the time rapidly running out, our hero has to kill all the stone and ice monsters before they kill him...

In between destroying the on-screen nasties, you can pick up extras to score bonus points, gain extra lives, kill all the enemies and enter different screens.

To pause the game press the left mouse button, and to restart press the right mouse button.

Please note: ***Match Patch*** *cannot be run from the Workbench desktop; you have to run it from the prompt which appears when you load the disk.*



All is explained on the intro screen – the enemies, the bonuses and who you play

Getting Started

Before you attempt to use any of the Amiga programs on the *Public Domain* cover disk, we strongly advise that you make a back-up copy. Here's what to do:

1. Format a blank disk on to which you can transfer the programs. To do this, re-boot your machine (by pressing the Ctrl and the two 'Amiga' keys situated at each side of the space bar) and put your copy of the Workbench disk in the disk drive. When the Workbench screen comes up, take out your Workbench disk and insert the disk you want to format. Highlight that disk's icon by clicking on it, then hold down the right mouse button and move the cursor to the top of the screen. Select Initialise from the Disk menu and follow its instructions. Pretty soon have you'll have a blank disk.
2. Re-boot again and insert your cover disk in your disk drive.
3. The disk's icon, labelled Tri-Format Disk, will appear. Click on it with the mouse to display the programs on the disk. You should only run one program off the original cover disk: the program called *Backup*. Click on the *Backup* icon to run the program, and follow its instructions.
4. When you have made your back-up copy, put your original cover disk in a safe place. All of the programs can be run from the copied disk by double-clicking on the appropriate program's icon to open up its window, then on the file itself.

NewZAP 3.3
(Shareware) Utilities

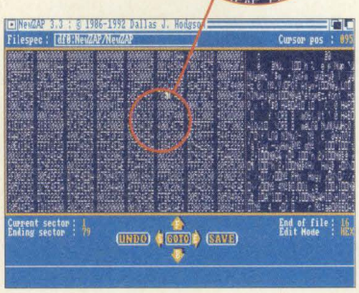
One of the most famous utilities on the Amiga is *NewZAP*, a tool which enables you to load, examine and edit disk files. This is the latest version of this popular tool which has been customised so it takes advantage of Workbench 2.0 as well as previous versions of the operating system.

The program prompts you to type in a file name in order to load the file, and once the file has loaded you can display its contents in either hexadecimal or ASCII data. And if you're looking for a specific string or sequence of data you can use the search option.

To edit a file, type its name into the filename requestor and, once it's loaded, you can move through the data by moving a cursor in the main screen window. The cursor can be moved by using either the cursor keys or the mouse.

Remember, if you do want to change the data in a program always use a back-up copy just in case you do some permanent damage.

NewZAP **really does let you examine your disks byte-by-byte**



Able to be run from the Workbench or the CLI, *NewZAP* lets you edit the data on disks

Documentation with further details for the program is included on the disk – just click on the NewZAP.DOCS icon to read it.

The shareware registration for ***NewZAP*** *is $15 (around £8) which is payable to: Dallas J Hodgson, 10115 Scenic Boulevard, Cupertino, CA 95014, USA*

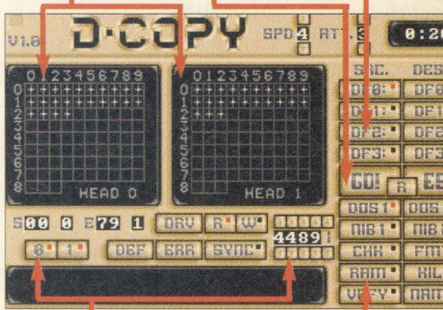
D Copy
(Public Domain) Utilities

If you want to copy PD disks on the Amiga, using the Diskcopy command on the standard Workbench disk is the usual way. Normally this isn't a problem – the command is reliable enough and it gets the job done.

You can see which side and sector is being copied

Set up your copying parameters and off you go

Depending on your set-up, choose the copying devices



This bottom part of the screen enables you to set-up the more technical parameters

There are also several different copying modes available to you

However if you want to copy a lot of disks the lack of speed makes for a long-winded and tedious process.

D Copy changes all this. It's a powerful copying tool capable of copying most Amiga disks quickly and reliably. It has several different copying options, ranging from copying standard AmigaDOS disks to the Nibble options which are for disks – such as some demos – which use custom disk formats.

The program is also suitable for copying disks no matter what devices your system is equipped with. If you only have a single disk drive then you can copy the contents of your disk to RAM and then back on to another disk. And if you have more than one disk drive, you can copy to any one of the other devices.

While copying disks, *D Copy* keeps you informed of how the copying process is going by displaying the tracks on the disk which are being copied. Using this display you can also copy selected tracks on a disk, or copy one side only.

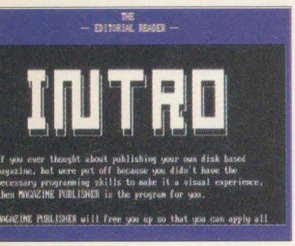
PC

Magazine Publisher

(Shareware)

Applications

Reckon you've spotted a hole in the publishing market? Did our disk magazine feature last month spur you on? Then why not produce your own diskzine? With *Magazine Publisher* it's a doddle.



Using *Magazine Publisher* you can create your own disk magazine, scrolling through the pages easily

By incorporating your own text files in the program, and setting up a menu screen to access them, with the minimum of effort you can create a professional-looking production. And not only can you have text on-screen, you can compose some groovy tunes to accompany your literary masterpieces and play them back on four-channel sound through the PC's internal speaker.

Shareware registration: If you want to use Magazine Publisher *you have to obtain the registered version. This costs for £49.95 from Wensum Software, 91 Glendenning Road, Thorpe Park, Norwich NR1 1YN ☎ 0603 630912*

Fred

(Shareware)

Utilities

For those of you who are more technically-minded, or if you've wanted to examine the data on your disks in more detail, then *Fred* is the program for you.

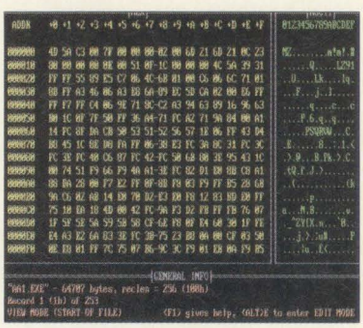
Fred is a disk editor that enables you to view and edit data on any DOS disk, either by examining individual files or by looking at specific sectors on a disk.

This is a comprehensive tool capable of many functions, too many, in fact, to list here. For full details of these, read the READ.ME file which is on the disk. To do this, enter:

```
TYPE READ.ME
```

Remember that if you do want to change the data on any disk, always use a back-up just in case you do some irreversible damage.

To register Fred, *send £15 to: Steve Godwin, Grade 5 Ltd, 3 Alexander House, 50 Cavendish Road, Sutton, Surrey SM2 5LN*



By using *Fred* you can display the data from your programs on-screen, ready for editing

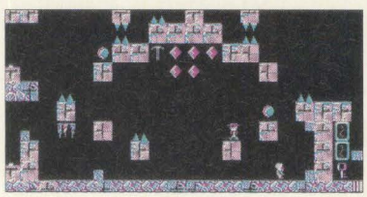
Arctic Adventure

(Shareware)

Games

Arctic Adventure is yet another game from those shareware programmers par excellence at Apogee Software. It is typical of Apogee's style, providing a well-presented and enjoyable game that features a large play area.

The action takes place, would you believe, in a cave in the Arctic. There are dozens of different caves in the game, each of which is accessed from the game's map screen. The main goal in each cave is to collect pick axes which you need to break the ice walls at the end of each level. The axes are guarded by a variety of enemies who, naturally, are after your blood.

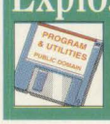


In *Arctic Adventure* there are dozens of caves to get through, each one full of danger

By guiding your character through the caves, negotiating platforms and timing your jumps, you progress through the game. You have infinite lives which gives you a great chance to get through the game, which, once you start playing, you'll definitely want to do.

The shareware registration for Arctic Adventure *is £25 and should be sent to PSA, 3 Valley Court Offices, Lower Road, Croydon, Nr Royston Herts SG8 0HF ☎ 0223 208288*

Explosive



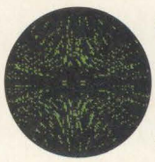
(Shareware)

Utilities

Did you know that if you leave your computer monitor switched for hours displaying a static image displayed, the image gradually burns itself into the screen? Don't worry. Disaster can be avoided if you use a screen saver program. Enter *Explosive*.

Explosive stays in memory and if you don't use your PC for a period of time up pops an animated on-screen fireworks display, preventing burn-in and looking pretty doody as well.

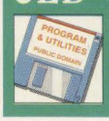
Full details can be gained by typing `EXPLOSIV ?` when you run the program. There are a number of options in the program so you can set how long the computer has to be left before *Explosive* goes into action and how many fireworks images are displayed on the screen.



You can see fireworks for all 365 (or six, for pedants) days of the year when you use the screen saver *Explosive*

Shareware registration for Explosive *is $5 (around £3) to be sent to: Reidar Gresseth, #207–2345 W Avenue, Vancouver, BC, Canada V6K 1S6*

CED



(Public Domain)

Utilities

CED is a tool that is simple, small and yet incredibly useful. What it does is retain the last 20 commands that have been entered, enabling them to be recalled at the press of a cursor key.

So, instead of having to retype all those infuriatingly-long MS-DOS commands you can simply recall your previous actions easily, saving your keys and fingers from wear and tear.

Running the programs

All of the PC programs on the cover disk are contained in the PC directory, and each program is subsequently in its own sub-directory.

To access these programs, change to the PC directory by typing:

```
CD PC
```

The numerous sub-directories can be listed by typing:

```
DIR
```

If you want to access the programs held in these directories type:

```
CD <name of sub-directory>
```

Once in a subdirectory, you then have to type in the name of the program to run it. These names vary depending on the program you wish to run. Here is a list of the commands you should type in to run the appropriate program:

- *Arctic Adventure* `AA1.EXE`
- *Magazine Publisher* `MAG.COM`
- *Explosive* `EXPLOSIV.EXE`
- *Fred* `FRED.EXE`
- *CED* `CED.COM`

Getting Started

Before you attempt to run any of the programs on the *Public Domain* cover disk, you must first back-up your disk. Don't worry – this isn't at all complicated. If you follow the instructions below, your cover disk will be backed up in no time.

1. Format a blank disk using the MSDOS Format command and keep it safe.
2. Next, write protect your cover disk – move the tab on the back so you can see through the hole.
3. Use the XCOPY command to make the back-up. With your system disk in drive A: enter the following command – `XCOPY A:\PC\*.* B: /W`. When prompted, insert your cover disk in drive A: and your freshly formatted disk in drive B:. If you're using a single drive system, XCOPY will treat your single drive as both A: and B: so just follow the on-screen prompts and you won't go far wrong.
4. If you want to back up this disk to hard drive, enter the following command – `XCOPY A:\PC\*.* C:/S`

ST

F Copy III

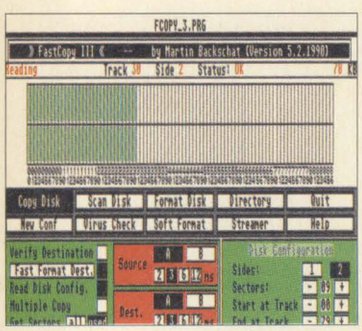
(Public Domain) Utilities

While copying files on the ST is easy enough, you've got to admit, it's still a slow and boring process, especially if you have to copy a lot of disks. But never fear, *F Copy III* is here. This handy piece of coding has been designed to make the copying of disks a faster and more reliable process.

Not only can *F Copy III* copy disks, it also features a number of other indispensable disk-related functions that include:

- Formatting disks in two speeds, fast and slow
- Checking bootblocks of disks for viruses
- Displaying a directory of a disk
- Checking disks for errors

There is full documentation for the program on the cover disk. To view this, click on the FCOPY3.DOC icon and, when prompted, click on SHOW to display it on-screen.



With everything clearly laid-out on-screen, copying disks is no problem with *F Copy III*

Running the programs

All of the files for the ST are contained in the ST folder on the cover disk. Each of the ST programs are contained within their own folder.

To access these programs, click on the ST folder on the GEM desktop. A window will open. Click on the folder of the program you want to load. Then, to load each of the programs, click on:

- *Blockade* `BLOCKADE.PRG`
- *F Copy III* `F_COPY3.PRG`
- *What Is* `WHATIS47.PRG`
- *QIndex* `QINDEX15`

Blockade

(Public Domain) Games

There was a strangely-addictive game that made it into the arcades a few years back that was unlike any of its contemporaries. *QIX* was based on the simple concept of capturing as much of the area on the playing screen as possible. Straightforward, yes. Easy, no.

Blockade is the new, improved-for-the-90s, would-you-go-back-to-your-old-variety? version of this classic game.

"Peek a boo, I see you!" As you block off more of *Blockade*'s screen, a picture is revealed

You control what effectively is a 'dot'. At the start the game there is an empty, framed playing area. Empty, that is, except for a mutant fan-thingy whirling about the screen. Initially, your dot is stuck in the frame and so can only move along the edges of the playing area.

But press fire and you can launch inwards leaving a trail behind you. You can move about, but not back on yourself, and try to reach another part of the frame. When you do the area you have blocked off by your trail will reveal part of a hidden picture and become a safe zone which the mutant fan-thingy can't get into. But if the mutant fan-thingy hits your trail while you're in the play area, then you lose one of your three lives. What you have to do is try to reveal the whole picture by blocking off the entire screen. Actually, you only have to block off about 96 per cent to get through a level, but who's quibbling?

Blockade has to be run in low resolution mode. If you are not already in this mode you can change it quite simply by going to the Set Preferences command in the Options menu of the GEM desktop.

What Is

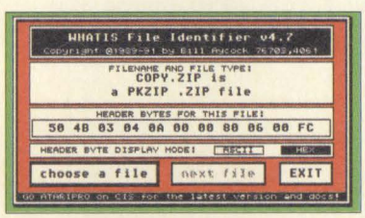
(Public Domain) Utilities

This is one of those programs that you would never have thought existed, but after looking at it you wonder why the idea hasn't been done before.

After this elaborate introduction you must be wondering just what this program actually does. Well, *What Is* is a tool that is capable of identifying 86 different types of files.

This is handy in a number of situations. For example, if you have downloaded an archived file from a BBS and it won't dearchive – let's say its filename has been given a different suffix than it should have – then *What Is* can be used to analyse the file. It will read the header of the file and tell you the method used to archive the file, or whether it has been archived at all.

Another example of the usefulness of *What Is* is when you have recovered some files from a disk that have been deleted or corrupted. *What Is* will be able to examine the


WHATIS File Identifier v4.7
FILENAME AND FILE TYPE:
COPY.ZIP is
a PKZIP .ZIP file
HEADER BYTES FOR THIS FILE:
50 4B 03 04 0A 00 00 00 06 00 FC
choose a file
next file
EXIT

If you select a file with *What Is* it will identify the type of file it is – in this case a ZIP file

recovered files and remind you as to what they originally did.

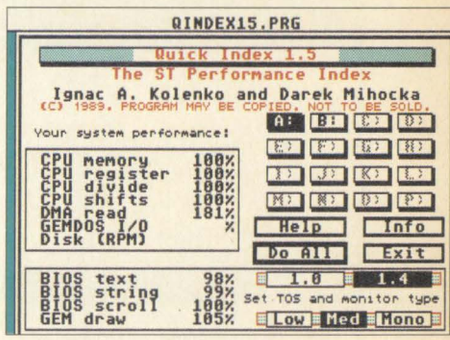
To read more about *What Is*' s functions, click on the WHATIS47.DOC file and click on SHOW to display it on-screen.

No ST should be without it.

QIndex

(Shareware) Utilities

If you've upgraded your ST or you want to compare its speed with other STs and other system configurations,



Compare your ST's performance rating with other STs by using *QIndex*

QIndex is just the utility you've been looking for.

Once loaded, you can select which parts of your ST's hardware you want to test, or you can test them all if you want. *QIndex* can assess the performance of: the ST CPU's (Central Processing Unit) memory, registers, divides and shifts; the speed of the ST's DMA (Direct Memory Access) memory reading; GEMDOS input/output; various BIOS operations such as displaying and scrolling text.

The performance of your ST can also be assessed in comparison to different versions of TOS (the ST's operating system) and what display mode are used.

A real technobuff's godsend!

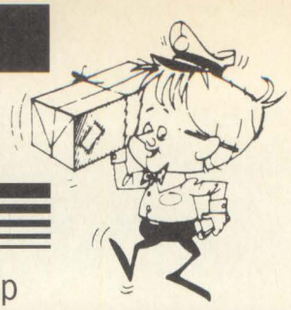
The shareware registration fee for QIndex is $30 (around £15) which should be sent to: Darek Mihocka, Box 2624, Station B, Kitchener, Ontario N2H 6N2, Canada

Getting Started

Before you attempt to use any of the programs on the *Public Domain* cover disk, we strongly advise you to make a back-up of your copy of the cover disk. Here's how:

1. Format a blank disk.
2. Write protect the original *Public Domain* cover disk and insert it into the internal drive. Double click on the drive A icon and select the ST drawer icon and drag it across onto the drive B icon. If you have twin drives, then insert your blank disk into drive B and proceed.
3. If you only have a single drive, follow the on-screen dialogue boxes until the disk is successfully backed up. This will take a fair bit of disk swapping, but be patient.

BYTEBACK



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BEST OF THE AMIGA PUBLIC DOMAIN

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1 to 9 disks.....£1.25
10 disks plus file box.....£9.99
11 and over.....99p

Prices per disk! 2D = 2 disks etc.
* = NOT Amiga Plus! MB= Megabyte

To order any of our PD disks simply quote the required disk numbers.

Minimum Order 3 Disks!
Catalogue disk.....99p

GAMES

AG.01 **Star Trek;** Classic! (3D-Mb)
AG.03 **Star Trek** (Agatron); (2D-Mb)
AG.05 **Pacman 87;** Multi level classic.
AG.07* **Board and Card games;** Cluedo etc
AG.10 **Space Invaders;** Arcade Classic
AG.11* **Tennis;** great simulation. (Mb)
AG.14* **Flascheiber;** Boulderdash style.
AG.16 **Castle of Doom;** Graphic Adv.
AG.22 **Return to Earth;** Elite style
AG.24 Drip &China Challenge, Frogger.
AG.27* **Star Trek (USA);** Great! (2D-Mb)
AG.29 **Chess** + Tiles, Tetriz Two, etc.
AG.30* **Twintris;** Better than Tetris!
AG.31 **Simpsons;** shoot-em-up style.
AG.32 **Legotris;** another Tetris game.
AG.36* **Wizzys Quest;** Arcade puzzling.
AG.38 **Star Trek;**The Arcade game.
AG.39 **Wacko in Wonderland;** Platform.
AG.40* **Metagalactic Llamas;** Classic!
AG.42* **Games Galore;** Star Trek, Trivia, Pharoahs Curse, Monopoly, Mazeman....
AG.43* **Gridrunner** + Rebound, Invaders.
AG.44* **Sorry** + Missile, Blackjack etc.
AG.45* **Seven Tiles;** Speedball style.
AG.46* **Megaball;** Arkanoid style.
AG.48 **Diplomacy;** War Strategy game.
AG.49* **Eat Mine;** Emerald Mine copy.
AG.51* **Frantic Freddy;** Platform game.
AG.52 **Block It;** Superb Puzzle game!
AG.54* **Downhill Skiing;** Classic game.
AG.55 **Amos-Defence;** Shoot-em-up.
AG.56 **Assassins Games II;** Invaders, Girl Action, Missile Command etc...
AG.57* **Battleforce;** Fantasy Action.
AG.58 **Balloonacy;** Great Bomber clone.
AG.59 **Squamble;** Scramble version.
AG.60 **Asteroids;** Arcade Classic!
AG.61 **3 Player Tetris;** Triple the fun!
AG.62 **Patience & Dominoes;** As titled
AG.63* **Jetman;** Spectrum Jetpac copy!
AG.64* **Assassins 1;** Rollerpede, Tanx, Caverunner, Amigoids, Avatris.
AG.65* **Skate Tribe;** Skateboarding fun.
AG.66 **Super Twintris,** MEGA Tetris!
AG.67 **Assassins 4;** Jumper, Klondike, Go-moku, Jumpy, Turbo Duel, Cracker.
AG.68* **Assassins 4;** Go Looly, Raid and Retaliator. Great SEUCK games!
AG.69 **Marble Slide;** Pipe Panic style.
AG.70 **Columns;** Tetris/Klax variation.
AG.72 **Air Warrior;** Flight Simulator!
AG.73* **Battle Pong;** Updated Pong game.
AG.74* **Monopoly;** English game version!
AG.75 **Wastelands;** Great 3D adventure.
AG.76* **Ladybug;** Pacman variation.
AG77 **Cardsharp;** Klondike, Castle, King Albert; Calculation, Demon....
AG.78 **Survivor;** Excellent Role Play.
AG.79* **Llamatron;** Jeff Minter Classic.
AG.80 **Atic Atac;** Spectrum game copy.

UTILITIES

AU.01* **Jazzbench;** Workbench upgrade.
AU.02 **UEdit;** Excellent file editor.
AU.03* **QL Emulator;** + data disks. (3D)
AU.11 **Starchart;** Gives positions and movements of all major constellations
AU.13 **Visicalc;** Superb Spreadsheet.
AU.15* **Dope Intro Maker;** Create demos.
AU.18 **North C;** Complete C Language!
AU.19* **SID;** Workbench replacement.
AU.21 **Avoiding CLI;** useful utilities.
AU.22 **Text Plus;** Word Processor (v2.2)
AU.23 **Word Wright;** Word Processor. Plus: Amiga Spell; Spell Checker!
AU.24* **Spectrum Emulator;** Run some Spectrum games on your Amiga!
AU.26 **Complete C Manual;** 11 chapters plus 70 executable examples! (3 disks)
AU.27 **Amibase;** Professional database!
AU.31 **Ghostwriter;** Demo Maker. (Mb)
AU.32* **Label Designer;** Design and print.
AU.35 **Quickbase;** Easy to use Database.
AU.36 **Rainbow Writer;** Demo Maker.
AU.37 **mCAD;** Professional CAD package,
AU.38 **Ultimate Icon Disk;** Great Icon creator, nice and easy to use!
AU.40* **Red Sector Demo Maker;** Powerful program for creation of Demos (Mb)
AU.41* **Mandelbrot Generator;** Superb!!!
AU.42* **Rippers;** Music/Graphic Rippers.
AU.43* **Master Virus Killer;** Excellent Virus killer, detects over 124...
AU.46 **Home Utilities;** Wordwright, SCalc (Spreadsheet), Label print.
AU.49 **Ripped Fonts & Logos;** Character sets extracted from various demos!
AU.50 **Picturesque;** Great Art package.
AU.51 **Business Letters;** 600 plus to adapt and use in your word processor!
AU.52* **C64 Emulator:** Latest version, hardware available separately!
AU.53* **Speedbench;** load in 15 secs.
AU.54 **Printer Drivers;** 30 different.
AU.55 **Bible;** King James version. (4D)
AU.56 **Fox DTP;** Desktop Publisher!
AU.57 **Budget Finance;** Personal use.
AU.58 **Messy SID;** PC to Amiga files.
AU.59 **Typing Tutor;** Master those keys.
AU.60* **Opti Utilities;** Virus killers, PD Copy 3, Fixdisk, Text Engine...
AU.61 **Spectrapaint 3;** Paint program.
AU.62 **Tarot;** Astrological Horoscopes.
AU.63 **Land Builder;** Vista style.
AU.64 **Punt Prediction;** Win on Horses!
AU.65 **Mandelbrot Adventure Kit;** Great.
AU.66 **Business Card Maker;** As titled.
AU.67 **Disk Print;** Disk label printer.
AU.68 **Spectrum Adventures;** Need AU.24

HELP!

AH.01 **Adventure Game Solutions;** More than 100 complete solutions! (2D)
AH.02 **Eye of Beholder;** Maps, Hints...
AH.03 **Chaos, D. Master;** Maps, Hints...

FONTS

AF.01 **Cosmopolitan;** Rangers, Peignet, Avant Guard, Aldous, Celtic etc...
AF.02 **Fancy;** Hollywood, Park Avenue, Broadway, Camelot, Courier, Ham...
AF.03 **Publishers;** Helvetica, Akashi, Andover, Bookman, Boxie, Times...
AF.04 **Various;** Unusual, Videofonts, Large & Small fonts....Utilities.

DEMOS

AD.01 **Walker 1;** Classic animation (Mb)
AD.02 **Walker 2;** Classic animation (Mb)
AD.04 **Probe Sequence;** Award winner!
AD.18* **Puggs in Space;** Funny cartoon!
AD.21* **Busy Bee;** Sculpt 3D anim. (Mb)
AD.23 **Ship and Sphere;** Ray Trace. (Mb)
AD.24 **NewTek Demo;** Incredible. (Mb-2D)
AD.25 **The Run;** Lotus Car Chase! (Mb)
AD.36 **Kefrens Megademo 8;** Ace! (2D)
AD.39 **Agatron animations;** 3D film of USS Enterprise attacking USS Reliant.
AD.44 **Laurel and Hardy;** Films. (2D)
AD.45 **Star Trek, Dry Dock demo;** The highly praised Ray Trace masterpiece!
AD.46 **Stealthy Manoeuvre II;** Cartoon.
AD.50 **Budbrain Demo 2;** A Classic!
AD.53* **Iraq demo;** Saddam and John Major!
AD.54 **Simpsons;** Digitised: Do the Bartman plus great Bart slideshow!
AD.56 **Phenomena Megademo,** Trip to Mars, Ray-Trace Fractals, Light Sourced World animation. GET IT! (Mb)
AD.58 **Applecus;** Ray Traced. (Mb)
AD.59 **Plasmutex 91;** Truly Amazing!
AD.61 **Franklin Fly;** Very amusing. (Mb)
AD.62 **Dating Game;** by Eric Shwartz, very amusing animation. (3Mb-2D)
AD.63 **Batman,** Terminal & late night; Three great Eric Shwartz anims. (Mb)
AD.64 **Shuttlecock;** E. Shwartz. (Mb)
AD.65 **Stealthy Animations;** 3 great Eric Shwartz animations. (Mb)
AD.66 **Substance by Quartex;** Fractals, 3D animations, Ray Trace Bubbles.
AD.68 **Universal Intensity Demo.**
AD.69 **Decaying Paradise Demo.** (Mb)
AD.70 **Global Trash by Silents;** Ray Traced Space Ship, Plazma effects...
AD.71 **Ice Megademo** by Silents.
AD.72 **Simpsons;** Best Bart one yet!
AD.73 **Sickness Simulator;** Rude noises.
AD.74 **WWF Wrestlemania;** Hulk Hogan, Ultimate Warrior, Hitman & many more.
AD.77 **Digital Innovation;** 30 minutes!
AD.78 **Fillet the Fish;** Great cartoon.
AD.79 **Clockwork Orange;** Digitised...
AD.80 **Light Animation;** MEGA! (3Mb-2D)
AD.83 **Anti Lemmin Demo;** Superb! (2D)
AD.85 **Mars Flight;** Excellent! (Mb)
AD.88 **Alpha Omega;** Stunning animated Ray Traced Fractals! GET THIS! (Mb)
AD.89 **(b1) Eau Madonna;** 3 digitised animations from the 'In Bed' film.

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AC.01 **Deluxe Paint;** quality pictures.
AC.02 **Pagesetter Art;** Ready to load!
AC.04 **IFF Alphabets;** Over 30 screens.
AC.05 **Animals,** Anatomy, Buildings...
AC.06 **Cartoons;** People, Animals...
AC.07 **Holidays,** Flags, Flowers etc.
AC.08 **Music,** People, School etc.
AC.09 **Signs;** Titles, Logos, Headings.
AC.10 **Teddy Bears;** use on Labels etc...
AC.11 **Nightclub,** Vintage Cars, Bikes.
AC.12 **Colour;** Occasions, Transport, Signs, Electrical, Architecture...
AC.13 **Fruit,** Vegetables, Kitchen...
AC.14 **Women,** Men, Boys, Girls, Babies.
AC.15 **Cartoons,** Anatomy, People...
AC.16 **Alphabets;** 52 different!
AC.17 **Arrows,** Borders, Stars, Humour.
AC.18 **Seasonal,** Occasions etc.
AC.19 **Business,** Cars, Sport Trade...
AC.20 **Art Deco,** Headings, Herbs...

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SND.01 **Soundtracker;** Music creation .
SND.02 **Soundtracker 4;** alternative version + instruments disk (2 disks)
SND.05 **Soundtracker 8 Track;** Superb!
SND.06 **Noisetracker;** Enhanced version.
SND.07 **Soundtracker Rippers;** + Tunes!

STI.01 to STI.08 **Digital Soundtracker samples!** 8 disks with 100's of files! (Buy one or all 8 for £7.99)

STS.01 Soundtracker Samples.
STS.02 More Soundtracker Samples.

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AE.01 **Blackboard Maths,** Concentration Colourpad, Cat & Mouse etc. (Age 5+)
AE.02 **Spellquiz,** Maths Test etc. (5+)
AE.03 **Fractals,** Evolution etc. (11+)
AE.04 **Weatherman,** Airfoil etc. (11+)
AE.05 **World Data;** 3D Plot etc. (11+)
AE.06 **Talking Spelling Tutor,** Speech Toy, German, Elements etc. (2D) (11+)
AE.07 **Educational graphics;** Technical illustrations, Needs Dxe Paint! (9+)
AE.08 **Kids Paint;** Art program. (5+)

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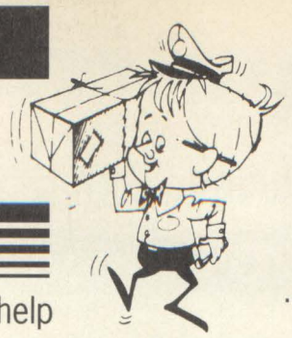

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PUBLIC DOMAIN NEWS

LIBRARIES FREEZE PRICES DESPITE INCREASING COSTS

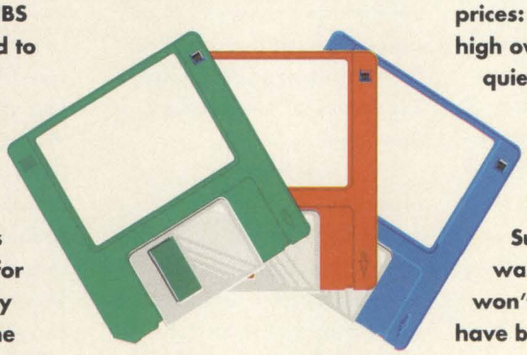
PD libraries have managed to maintain price levels on their software despite feeling the pinch that the worldwide disk shortage has brought about.

Most suppliers have had to face rising prices for blank disks, but have managed to prevent passing on the higher costs to the consumer.

Paul Cuipek of the NBS library said, "We've had to go over to branded TDK disks. The shortage has not only caused prices to rise, but has also resulted in lower-quality unbranded disks being available. Going for branded disks is the only way we can maintain the high standards our customers have come to expect from us.

"It does put up our production costs, but the rising cost of the lower-quality media has closed the price gap and we've managed to absorb the cost."

Advantage Shareware's Jeff Green has had similar problems. "Our suppliers have always been able to fulfil our orders punctually, but we have seen a price increase of about 10 per cent. We have been able to cope with this, though, without having to charge our customers any more."



ST library Caledonia has also been affected and is having to bear the cost, says proprietor Jake Bain, "The only way we've been affected is by the price of the disks we have to buy. Prices have fluctuated and have risen by about five pence a unit, which may not seem a lot but adds to the overheads when buying in bulk."

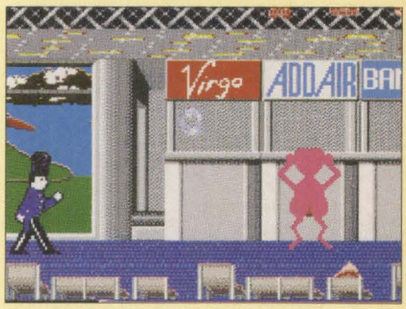
David Hartley of DiskCopy Labs, one of the UK's largest duplicators, reckons that the worst is over and we'll see the price begin to settle, though it's unlikely they will return to the pre-Christmas prices: "Demand was very high over Christmas, but it's quietened down since, and the market has become more stable. Prices won't return to what they were in the Summer, when there was a glut, but certainly won't be as high as they have been recently."

Addware update

***Airmania*, the first step of a new concept in PD games,** has at long last made its way into the public domain after several months delay.

The Amiga version of the game has just been released to the libraries and bulletin boards – contact your favourite source for your copy, or send a blank disk and SAE directly to Addware at the address below. ST and PC versions will be available shortly.

We first reported on the new medium in issue 1 of *Public Domain*. (See the feature on page 60 of that issue.) The software is distributed through the normal public domain channels, but users are encouraged to register as it gives them the opportunity to enter a competition offering high-value prizes, including a round-the-world air ticket.



After more delays than Manchester in fog, *Airmania* is finally cleared for take-off

The news arrived too late for us to give our verdict on the game itself, but we'll give you the full run-down in our next issue.

PD libraries who'd like to include *Airmania* in their catalogue should contact **Addware, PO Box 1992, Southampton SO9 7HX ☎ 0703 441763**

Drop us a line

If you want to get in touch with *Public Domain* and you have a modem, how about leaving us a message on a bulletin board system (BBS)? We've got our own message and file areas on a number of BBSs so for a quick reply try calling:

- **Bath BBS: 0225 840060**
- **01 For Amiga: 071-377 1358**

Just leave a message to 'Public Domain'. It can be about anything related to PD and shareware – news, your thoughts on the magazine, any hints or tips you have, or if you have a problem with a program. We'll do our best to help.

Also, if you've got a program you'd like to see reviewed then you could upload it to us.

Don't worry if you haven't got a modem – you're welcome to write in to us using the more conventional pen and paper…

cont. on p14

Amiga Shopper Show

A new computer show will open its doors to the public for the first time this Easter. Aimed at the serious Amiga user, the show is being sponsored by *Public Domain*'s sister magazine, *Amiga Shopper*.

The three-day event is to be held at be the Wembley Exhibition Centre, London. Dates are set as follows:

- **Friday 15th May 9am – 5:30pm**
- **Saturday 16th May 9am – 5:30pm**
- **Sunday 17th May 9am – 4pm**

Admission is £6 for adults and £4 for under-14s. Further discounts are available for those who pre-register, bringing the price down to £4.95 and £2.95 respectively.

It will be the first major computer event of the year, and promises to offer plenty for browsers and bargain-hunters alike.

It won't only cater for the serious users, though. An *Amiga Power* games arcade will enable visitors to see first-hand the latest games coming up for their machine.

The go-ahead for the show was given after the success of the *Amiga Format* show, held last Autumn and presented by another of Future Publishing's titles.

We'll bring you further details closer to the time. To order advance tickets call **051 356 5085**

AMIGA SHOPPER SHOW

cont. from p13

Got any news?

***Public Domain* is always on the look-out for any PD or shareware-related news.**

If you've got any information you think is worthy of our attention, we'd like to hear from you. Basically we're interested in news about anything, good or bad, and we'll follow the story up in our next issue.

So, if you've got any useful snippets, send them to us at: **News, *Public Domain*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.**

Full-price US titles found on UK PD disks

The problem of commercial software filtering through to the catalogues of PD libraries and finding its way onto bulletin boards is still with us.

Two educational programs, *Talking Colouring Book* and *Math Wizard* are the latest full-priced products being offered on the PD circuit. Both are American in origin, and it's likely that they first found their way into this country via a US bulletin board.

All is not what it seems: *Math Wizard* is *not* PD

Simon Rush, who runs The Educational Software Club, alerted us to the problem. He urges that, "PD libraries should pay more attention to the texts provided and when Copyright '©' or Trade Mark '™' signs appear should steer well clear unless they can establish 100 per cent that it's freely distributable."

Public Domain recommends that all library proprietors and bulletin board sysops double-check software before including it in their collections, even if they obtained it from another public domain source.

Make it a date

All Format Computer Fair dates coming soon:

- **February 8 – North East Northumbria Centre, Washington, A194 (M).**
- **February 23 – West Midlands National Motorcycle Museum, J6, M42.**
- **March 8 – Scotland City Hall, Candleriggs, Glasgow.**

For more information about the popular fairs, contact John Riding on 0225 868100

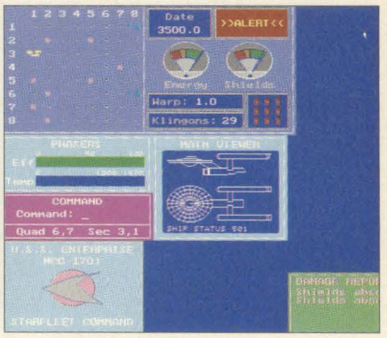
PARAMOUNT POUNCES ON COPYRIGHT INFRINGEMENTS

Paramount Pictures, the company behind the *Star Trek* movies and TV series, is demanding that software authors refrain from referring to the characters or using terminology from the cult series.

The company has sent out a number of solicitors' letters to programmers of *Star Trek*-based games, asking the authors to remove all the references to *Star Trek* found within the programs.

Nels Anderson, programmer of the PC shareware game *EgaTrek*, has complied with the company's request, releasing a new version with fictional names. "I had to remove all references to the Enterprise or Klingons, even though the game scenario had nothing to do with *Star Trek* itself", he told *Public Domain*.

As for other actions taken by Paramount, Apogee Software has also been asked to take its game *Star Trek Trivia* off the market. Paramount itself would not disclose how many other people had been contacted.



Boldy going where no man has gone before: or at least, they'd better not try it any longer...

Motives

Paramount is, understanably perhaps, loathe to discuss any real motives behind its actions, apart from emphasising they will take action against anyone that unofficially uses *Star Trek* characters or terminology in any form.

This will happen regardless of how the trademarks are used, or by whom: "they should not use these characters whether they work from home or if they are a business. We will enforce this worldwide', said Lee Parnell, Trademark Administrator for Paramount in the US.

Popular PD subject

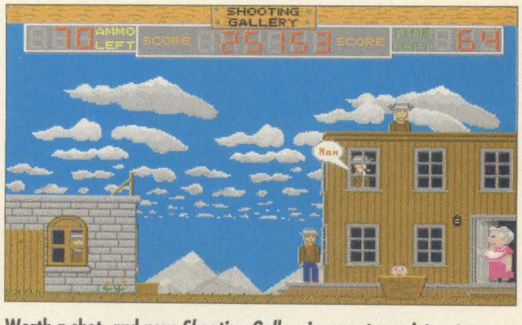
***Star Trek* games have been around since the earliest days of computing and date as far back as 1971. Whether Paramount's action has only happened now because it has recently become aware of the use of its trademarks in computer software, or has suddenly decided to enforce its trademarks in this area is unknown. Programmers that include references to *Star Trek* should be aware of potential copyright infringements, otherwise they could well be beamed somewhere else for a few years...**

Nildram in major distribution deal

An agreement has been made between the US-based PC shareware games programmer Nels Anderson and Nildram Software for the distribution of the programmer's products in the UK.

Nels Anderson is one of the most prolific of American shareware software authors and has a number of quality games to his credit including *Mah Jongg*, *Super Fly* and the addictive *Shooting Gallery*.

For more information, contact **Nildram Software at 26 Stanley Hill Avenue, Amersham, Bucks HP7 9BD ☎ 0494 432342.**



Worth a shot, and now *Shooting Gallery* is easy-to-register, too

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5252 Cashflow Accounting
5291 Checkmate General Ledger
* **5304 DAYO Accounts Payable (2)**
* **5330 DAYO Accounts Receivable (2)**
* **5343 DAYO General Ledger**
* **5356 DAYO Time & Billing (2)**
5369 Depreciation Calculator
5408 Finman (small business accounts)
5421 FM II-Accounts Payable (2)
5434 FM II-Accounts Receivable
5395 FM II General Ledger
5447 General Ledger (small business)
* **5460 Rosewood Sales Journal**
* **5473 TCB-Accounts Payable (2)**
* **5486 TCB-Accounts Receivable (2)**
* **5499 TCB-General Ledger (2)**
* **5512 TCB-Inventory/Stock Accounting (2)**
* **5525 TCB-POS Invoicing (2)**
5538 Time is Money Invoicing
5551 Timekeeping Billing

COMMS

15301 Eazilink
15314 Telemate
15327 Telix

BUSINESS GENERAL

* **6617 AppTRAK,** applicant tracker
6630 AttendX, attendance monitor
7007 Personnel Supervisor, database control (1)
* **6656 Contact Plus,** contact manager
6669 CostBiz, job cost program
* **6682 Leadman,** personal contact organiser
* **6695 Logit,** computer usage logger
6708 Material N'Book, small company inventory
* **6721 MORFORM,** forms management system (2)
* **6734 MT-Tracker,** client/project tracker (4)
6747 PayUp! invoicing/customer DBMS
* **6760 PC-Form,** forms manager, generator
* **6773 PC-Mechanic,** maint management system
6786 PC-Shift, job shift scheduler
* **6799 PowerQuote,** quotation/invoicing system
6812 Price Search, track prices/suppliers etc
6825 Sales-Biz, sales tracker
6838 TBS Vehicle Maintenance system
* **6851 TeleSale 4.0,** prospect tracker
* **6877 Easy Project,** EZ project manager
* **6890 Optima,** project management (1)
* **6903 TaskMan,** task & project tracker
* **6916 TaskMaster,** project management
* **6929 Tickler V5.8,** off scheduler/tracker (4)
6942 Formgen V4.0, forms designer/maker

WORD PROCESSING ETC

* **1690 20-20,** Large Type WP
* **1729 ASCII Browser**
1755 TV Script WP
1768 Black Magic Hypertext (4)
* **1820 DTDearch** text retriever
* **1885 FSText Style Analyser**
* **2639 Grab-Plus Mail Manager (2)**
2301 PHRase 2.4 Grammar Checker
* **1950 HeLPyoURSelf Hypertext** (TSR)
1963 Hype V1.62 doc creator
* **2067 KAMAS Outliner**
* **2080 Kwikwrite Executive WP**
* **2171 NOVA WP**
5184 Outline Plus
2210 PC-Browse
2236 PC-Outline
2249 PC-Index
* **2275 PC-Write (3)**
2288 PC-Write Lite (2)
2132 Word Fugue, WP (2)
* **2353 Readability Plus,** style analyser
2366 Readwrite, TSR word counter
2418 Screenplay Formatter
2548 Thesaur Plus
* **2587 WDM** (new WP)
2626 ZippyPrint (1 page WP)
* **1911 Galaxy-Lite**
3341 Chi, text editor

DATABASES (DBMS)

4212 Cardex Rotary File
* **4225 Data Pal,** list/label manager
4238 DBF Manager
* **4251 Dlite TSR**
4264 File Express (3)
4277 Filebase
4290 Freeform
* **4303 Information Please**
4316 MemoMaster
* **4329 PC-Data Controller DBMS**
4342 PRofile Professional DBMS
4355 SR-Info
4368 Wampum
* **4381 PC-File V5.0 (4)**

SPREADSHEETS/STATS

* **1001 Alite**
* **1014 As Easy As**
1027 ExpressCalc (2)
1040 Goalseeker
1053 KDCalc Calculator
1066 KwikStat
* **1079 Morsoft Calculator**
1092 Onside
1105 PC-Calc+ (3)
1118 PC-Stat
1131 Pivot
1157 Qbecalc
1170 Turbocalc

HOBBY AND LEISURE

8021 BABY! 12,000 names list
* **8034 Brothers Keeper,** family history (4)
* **8047 Calendar Keeper,** maker/database
* **8060 CD-MSTR,** cd/tape indexer etc
8073 Coinbase 2.3, collectors database
* **8086 Collector,** collectables database
8125 EZ-Tree, genealogy/family history
* **8138 Household Register,** home inventory
* **8151 Personal Nutritionist,** diet analyser
* **8164 Pop-O-Dex,** dialling phone directory
8177 PostBase, stamp collection manager
8190 RAD3 Home Library, database
* **8203 Resume,** produce your own
8216 Roots Master, family tree etc
* **8229 SANDD Movie Guide,** film database (2)
* **8242ScheduleMaker,** students class scheduler
* **8255 Software Cataloguer**
* **8268 The Better Diet Analyser**
* **8281 VC Library,** video cataloguer
9807 Book of Changers, I Ching
9139 Personal Tarot
9178 By The Numbers, numerology
9126 Mayan Calendar

HOME FINANCE

5915 BudgetMan, Personal Finance
* **5928 Capital Gainz,** Portfolio manager
5941 Cash Control
* **5954 CheckMate Plus (2)**
* **5967 CheckPRO,** chequebook/finance
5980 Cheque-IT-Out
* **5993 CM Cash Manager**
* **6006 EZ-Finance,** Personal Finance
6019 Fastbucks, Home Finance (2)
* **6045 HBMS,** Home Budget Management System
* **6071 MoneyMizer,** Home Accounts (4)
6084 PC-BillMaster, chequebook manager
* **6097 PC-Budget V2.3,** Home Budget
* **6110 PMIS-Home DBMS**

GRAPHICS/CAD

* **10608 Alchemy,** image file format convtr
* **10621 BabyDraw,** kids drawing program
* **10634 Draft Choice,** CAD program
* **10647 EEDraw,** electronics schematics
10660 EZ-Screen, image editor/display utility
* **10673 FLODRAW,** flow chart drawing (2)
* **10686 GIPHEX,** gif/pcx convertor
10699 PC-DraftCAD, fully featured CAD (3)
* **10712 PC-GraphIT,** easy graphs
* **10725 PC-Images,** slide show maker
10738 PC-Keydraw, graphics (4)
* **10751 Postmaster,** poster maker
* **10764 PrintPartner,** banners, signs, calendars
* **10777 Quick Titles,** large ASCII fonts
* **10790 TurboPaint V1.5,** new version!
* **10803 VUIMAGE,** gif/gif89/tiff viewer & more
* **10920 Fractinct,** fractal viewer (1)

EDUCATIONAL

* **13208 DOSEA V2,** hypertext MS-DOS tutorials (4)
* **13221 PC-Glossary,** computer terms (best seller)
* **13234 PC-AI,** tutorial/instruction composer
13247 PC-FASTYPE, typing tutorial
13260 Quic-Type, typing skill game
* **13273 Tutorial Writer,** teachers toolkit
13286 TestWriter, test writing program
* **13299 Touch Typing Tutor**

UTILITIES

* **9308 4DOS V2.3 (2)**
* **9321 4ZIP for 4 DOS**
* **9334 ALPHA,** shell program launcher
* **9347 ANSI-Mate,** ansi batch file maker
9360 DBS-Kat, diskette cataloguer (1)
9373 FileBoss, directory manager
* **9386 HDM,** menued security manager
* **9412 McFee's File Shield**
* **9425 McFee's VShield**
* **9438 PKMENU,** shell for PKZip etc
* **10023 PKZip, PKUnzip,** utilities V1.10
* **9464 PowerBatch,** batch file compiler
* **9477 Rock Directory Manager**
9490 WISS, diskette cataloguer (3)

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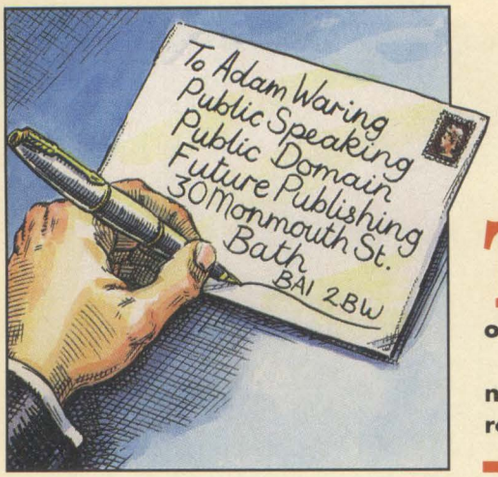

Public Speaking

The *Public Domain* mail bag has been bursting at the seams again, and here's another selection of your opinions and observations.

Remember: although your letter may not have been printed it will have been read – so this is your opportunity to shape the way the magazine develops in the future. So, what are you waiting for? Get writing! Send your letters to me, Adam Waring, at:

Public Speaking, *Public Domain*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW

Unfair shareware

I write in response to Peter Hunter's letter in the February issue of *Public Domain*, regarding the payment of shareware fees.

I have been a devotee of PD software for a fair while, and all I can say is: what's the point of sending off the shareware fee if you don't get anything in return?

More than once I have written to the author of a program including the registration fee – nearly £20 in one case – and didn't even receive a reply to acknowledge receipt of my International Money Order. It makes me wonder whether it's worth being honest at all as I have yet to find a shareware author who is willing to be honest with me.

With reference to his other point concerning the '#' symbol and the bad spelling of American spell-checkers, I can't say that I have found it to be a problem. I have used *Scribble!*, *Scribble! Platinum* and now *Excellence 2* in the last six years and each time I got a new word processor I just told the program how I wanted the words spelt. I know how to spell 'tyres', 'travelling' and 'colour'. It's a bit of a problem, I admit, but it doesn't take more than a few minutes to sort it out, does it?

Andi Bradley
Lincoln

You don't say whether the programs supplied promised something in return for registered users, Andi. It doesn't necessarily follow that paying the shareware fee entitles you to anything more than the basic package itself. After all, you're paying to use the software already in your possession. Any other goodies should be seen merely as enticements in order to get you to register.

On the other hand, if extra goodies were promised for registration, then it's unfair for the author not to provide them. Failure to do so will only serve to discourage legitimate users from paying in the future.

Whatever your past experiences, though, I would urge all users of shareware to pay the registration fee. If you don't the authors will get fed up of writing for few returns – programming is a time-consuming process. Ultimately less shareware will be produced, which has to be bad news for all devotees of PD software. Adam

Desert Ireland?

I have just finished reading *Public Domain* and found it an enjoyable and interesting read. However, in common with other UK magazines you completely ignore the thousands of Irish readers who buy your magazine. For example, you don't say if any of the PD disks are available in Ireland. Are there any bulletin boards in Ireland? I could go on, however, I hope you take my point.

Adrian Versey
Blackrock, Co Dublin

When we review a piece of software in *Public Domain*, we always credit the library that sent it to us as a source from which to obtain the software. Most of the libraries are in the UK, though if an Irish library were to submit software for review, I see no reason why we wouldn't credit them for doing so.

Bear in mind that *Public Domain* is a British publication; the majority of our readers are British and we have to cater for them. Also remember that most forms of PD can be distributed by any library or bulletin board, so it's likely that you'll find the software you want available from many different sources. You should find that any Irish libraries you come into contact with will also supply many of the programs reviewed in this magazine. Adam

Undue criticism

Concerning a letter in the February '92 issue from K Grainger. His dislikes seem to indicate he is a freak of nature and should become an estate agent. I am a 15 year-old programmer and I say this Grainger fellow needs shooting. A few quotes from his letter:

"Programmers think it's smart to include obscene language in their demos. These juveniles should take their disks away and come back when they have grown up." Grrr! Snob! You obviously don't know the significance of the letters PD.

"Programmers who are content to issue shoddy material and include comments like, 'I know the menu's crap but what do you expect, it's PD!'". What *do* you expect?!? Shish!

A motto: people who aren't programmers shouldn't criticise people who are.

John O'Rourke
Liverpool

I'm not sure I understand your arguments, John. Are you saying that programmers *should* contain obscene language in their code, and produce substandard material? Surely the philosophy behind PD is to produce well-presented programs that can be distributed to as wide a group of people as possible?

Criticism isn't easy to take, especially when your work is being given away for free, without financial gain to you. But I'm sure Mr Grainger's comments were intended only to improve the quality of PD, rather than a personal attack on computer programmers. Adam

United front

With reference to Rick Sutcliffe's letter *Small is beautiful* which appeared in *Public Domain*, issue 2, I feel I must write to you on the behalf of the Public Domain Confederation.

We are an organisation primarily concerned with ensuring that the relationship between public domain libraries, programmers and customers remains a good one. For this reason, we insist that our members provide the highest possible standards of service and provide the customers with consistently good software.

Unlike other similar organisations, we are willing to accept both large and small libraries, providing that the library concerned provides its customers with a professional service while not charging them a fortune for the privilege.

If Rick or anyone else who runs a library is interested in joining an organisation that is concerned with keeping the standards of ST public domain on top (where they should be), then they should contact us. We would be more than happy to accept them as members.

Nicholas Klee, Jennix PD
66 Abbey Road,
Strood,
Kent ME2 3QB

There are a number of similar organisations around. Whether membership of any one of them benefits a library as far as public

confidence is concerned remains to be seen.

Any library operator interested in joining the Public Domain Confederation, or indeed anyone requiring further information, should write to Nick at the printed address. Adam

But is it PD?

I have a gripe the size of a full-grown mammoth. Why do you call this rubbish *Public Domain* in the first place and why do you indicate that it's aimed at PC owners?

For one thing it is not, apart from a very minor amount, public domain. Most of it is shareware and the small amount of public domain software included is only for the Amiga and ST. Where on earth does the PC come in?

I bought your magazine thinking it would be of considerable interest to me via my PC, but everything (including the cover disk) is angled specifically towards the Amiga. The only thing that I would like to have on the cover disk was *Bananoid*, but of course that was for VGA and mine is EGA.

I use my PC (Amstrad PC1640 ECD) mainly for word processing and accounts, but it's nice to relax occasionally with a game to pass the time. I've got a couple of tatty shareware ones that I wouldn't register as they are too basic. There is no PD available for the PC anyway, so why attract PC owners?

David Mitchell
Clacton-on-Sea

We aim to cover public domain, shareware and all other forms of associated software. That is, software available from bulletin boards and PD libraries. While it's true that a lot of the PC software we cover tends to be shareware, that is only a reflection of the market; there's simply a higher percentage of shareware available for this machine than PD software. We try and keep as even a balance between machines as possible, and I believe we do well. Our writers aim to review roughly equal amounts of software for all the machines we cover.

How can you say that the cover disk is geared towards the Amiga? We work hard to ensure that every machine has a good variety of programs on it. We split the disk format to cover the machines as evenly as we can. While there may be more programs for one particular format than another, they have the same space in memory terms. In fact, the issue you refer to, with Bananoid on the disk, had four PC programs, three Amiga and two for the ST. I hardly think that indicates an Amiga bias.

Bananoid is a VGA game, but there were other PC programs on that cover disk which did work on lower-specification graphics cards. If we were to limit the programs to the lowest common denominator then we'd only be able to give away 512K mono-only programs to ensure that every single PC user could use the software. Would you be happier if that was the case? The cover disk is intended to show a sample of some of the PD and shareware programs available. I think it's far better that we have a varied selection of software for all our readers. Adam

Round 'em up

I have been an Amiga owner for two months and have already collected about 60 disks. A few are commercial games, around eight are cover disks and the rest are PD. Thanks to your reviews, and those in *Amiga Format*, I'm a smart buyer and so most of it is of good quality. Thanks!

Next the criticism! What happened to the round-up pages? I would like to see them restored in future issues or perhaps a list of the top ten programs in each category with a brief description, rating and previous issue number. Then you can add a back numbers order form to your mag!

D B Broad
Hadleigh, Suffolk

We're one step ahead – just take a look at the last page of each reviews section. We've reinstated the round-up pages in the form of a top ten for each machine. And yes, you can turn to page 82 for information on how to order any back issues you may have missed! Adam

The true cost

Please tell me where you get your International Money Orders! It's just that you seem to regard it as an easy exercise. Last time I purchased one there was an £8 charge (the Post Office and the TSB bank both charge £15!) and a week's wait for it to arranged. Is there a cheaper way or are you advocating paying up to £25 for a $20 registration fee?

I'm not saying we *shouldn't* pay, I'm just saying it should be a bit easier.

I registered for *Llamatron* and will probably register for *Revenge of the Mutant Camels*. Honesty costs very little and feels good!

Andrew Miller
Livingston,
West Lothian

OK, OK. I realise that there are problems with registering shareware with foreign authors, but it's not their fault – they are at the mercy of the high charges banks make for International Money Orders too, even more so as they will lose registrations because of the unnecessary hassles.

If you have a credit card, one of the easiest ways is to pay with your plastic. Many of the larger shareware companies will allow you to pay in this way. Credit card payments are a neat way of getting around these high costs. They are fairly instantaneous, and subject only to the exchange rate – there are no additional handling charges. In some cases you may even be able to pay the shareware fee by phone – if you don't mind running up your transatlantic phone bill and calling up in the middle of the night, that is. The smaller outfits and one-man operations still rely on contributions – often it's their only form of income so do your best to support them. Has anyone else come up with a cheap, and hassle-free, method of paying for shareware from overseas? If you have, then let the world know through these pages! Adam

Competition winners

Four lucky, lucky people will be the recipients of a Panasonic KXP-1123P 24-pin printer from our competition in issue one of *Public Domain*. The printer was awarded a stunning 90 per cent in our printer round-up in that same issue, so it's quite some prize.

We had tons of entries, but at the end of the day there could only be four winners. The names plucked out of our ten-gallon hat are:

- **A J Everingham, Newington, Kent**
- **Peter King, Elton, Chester**
- **L M Vincent, Hildenborough, Kent**
- **Andrew Green, Liverpool**

Well done, your prizes are being despatched and will be with you soon.

Oh yes, and the answers were:

1 a) Tractor Feed
2 b) Courier
3 c) Chracters per second
4 a) 7.1kg
5 b) 'The state of the art'
6 c) 24

Thanks to all those who entered and *didin't* win. Better luck next time!

Getting animated

I am an Amiga user who started to take an interest in PD about four months ago. When I first bought your magazine, I was amazed at the number of PD companies to chose from. Now I am collecting all sorts – demos, animations, utilities, etc.

I would like you to list, if you could, all of Eric Schwartz's animations to date, and where I can get them from. I have around half a dozen.

Tim Kniflier
Blaendare, Gwent

Our Eric has produced quite a number of animations, Tim, and has more and more coming out all the time.

We've picked the brains of our demos expert, Maff Evans, and here's a list that's as complete as we can make it:

Amy Versus Walker, Anti Lemmin' Demo, At the Movies, ATF Agility, Batman, Coyote 2, Coyote Strikes Back, Dating Game, Gulf War, Jugette, Jugette II, Late Night, More Aerotoons, Pogo (Miss Mam'selle), Shuttlecock, Soviet Soft Landing, Stealthy Manoeuvres, Swiss Army F-16 in Combat, Terminal, Vietnam Conflict, VTOL Contest.

Eric's cartoons are very popular and I think you'll find that most libraries stock them. Give them a ring to check for availability first, though. Adam

More cartoon capers from the king of computer animation, Eric Schwartz. And there's more where this came from...

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TALESPIN (576) adventure
WIZZARD'S LAIR (519) adv.
MAKE A BREAK (781) trivia game
FLYOVER (403) bombing game
ESCAPE FROM THE TOMB OF RA (409)
CHESS (419)

SMEG PACK 2 (games)

UNDER BERKWOOD (780) massive adv.
MUTANT (410) vert scrolloing arc.
MARS MAZE (413) platform
COMPANY (421) business simulation
MOTORBIKE (422) bike sim.
TARK (423) D & D adventure
BATTLE FOR THE THRONE (467) adv.
THE NAME GAME (418) as in The Sun
YAHTZY (764)
ENGLAND TEAM MANAGER (548) football

SMEG PACK 3 (games)

DARKNESS IS FOREVER (563) adv
STOCKMARKET (529) wheeling & dealing
EXPLODE (855) arcade
FLOYD THE DROID (528) shoot'em up
AIR WARRIOR (530) flight sim.
VIRUS (710) save the CPU
JITTERBUG (402) catch the aliens
TRACKER (406) destroy the enemy
OVERLANDER (407) shoot'em up
CHANCE (408) defeat the archons

SMEG PACK 4 (games)

DERRICK THE DRIOD (452) blast'em
STEEL (414) scrolling shoot'em up
LLAMATRON (449) shoot'em up
SKULLDUGGERY (507) collect gems 100 levs
INVASION (562) adv on a spaceship
EMPIRE BUILDER (761) property developer
DIE ALIEN BLOB (566) great shoot'em up
ATOMS, KILLERCHESS, AMMOTRACK (508)
SCANNER (511) checkers type.
WHEEL OF FORTUNE (416) based on TV prog

SMEG PACK 5 (demos)

MEGABANG, ROBOMIX, MAGICEYES *D* (588)
MICROMIX, STINGRAY, BALLIT *D* (589)
SLAYATANIC CULT I & II *D* (569)
DEFINATIVE DEMO by TLB *D* (568)
LIFE'S A BITCH *D* (586)
BAT DEMO, MICROMIX II, FUJIBONK *D* (587)
TRANSYLVANIA DEMO by TLB *D* (593)
SOUND CONNEXIONS DEMO *D* (594)
THE NEW YEAR DEMO by TCB *D* (595)
THE DELERIOUS DEMO *D* (567)

UTILITIES

302 DAs inc. clock, calculator with Hex/Dec convn, free Ram checker, 2 games. Watch DA.
881 100% IBM compatible formatter - 3.5" & 5.25" for DOS/TOS. Manual pager, a way for Unix techies to produce documentation. MEGA formatter.
383 DR FLOPPY, disk sector editor, SCODE makes ASCII for easy data transfer. FORMAT plus. SORT, string sorting.+ more
746 SUPER V KILLER is a utility that detects 5 different viruses, 7 anti-viruses & 133 other types of boot sector.
751 SUPERBOOT V6.0 THE latest version of this utility for controlling your ST. Plus a good selection of other utilities.
439 GEMDOS USERS GUIDE, a disk full of information about GEMDOS. Excellent value
572 GEM PLUS. This is a great variant of Neodesk. Alter desktop icons, design your own, and do the same with progs.
381 dbMAN tutorial. Visicalc style spreadsheet. Disk formatter. Multi-purpose file print util. Mramdisk.acc.
882 CHK 2.3 - Disk checker. Desktop Manager v2.1. IBM MODIFIER alters DS Atari disks so that an IBM can read them.
885 PROMOUSE self-adjusting mouse accelerator. RATTRAP locks out menus. TURBODOS. MAXIDISK reset proof Ramdisk.
385 68000 assembler, an Address/Mailing list, an Autodial Utility. Label printer + more.
824 PICSWITCH 7 change resolution. Hi-Res & Colour emus. BBOOT boot B drive. SWITCHER - 2 progs in memory. FSEL 5.5.
517 STE BOOTUP, boot up utility for STE's, go straight into medium res.
886 DIY DEMO, Make demos, features titlescreen & scrolling message.
836 BICLOCK to set time/date. Coder Set printer from desktop. MONOEMU v5.0.
324 ADDRESS LOG, On this disk there's a limited address book & label printer, a disk catalogger that auto disk directories etc.
857 DISKMECH powerful disk analyser/archiver/ editor with full docs.
884 AMC GDOS, Atari's replacement for GDOS, used the same. ARC SHELL v1.98. DISK TOOLBOX v2.03. HYPERFORMAT v2.56
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BU36 DOGFIGHT arc	BU41 EXODUS arc	BU38 BUDGIES CROSSWORDS
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BU61 DIZZY LIZZY II	BU65 DOUGLAS 2	BU68 BLACKSCAR MOUNTAIN
PRO1 ELECTRONIC BANK STATEMENT V1.3 *D*		PRO3 SPRITE MASTER
PRO5 THE SPRITES PORTFOLIO V1.1 *D*		PRO7 MUZEXX MAKER *D*
PRO10 CLASSROOM MATHS	PRO12 ASTROLOGY	
PRO17 SPLASH - ART PACKAGE FOR 3-10YEAR OLDS		PRO18 FUN TIME - 3-7 YEARS

843 AUTOGEM autoboots any Gem program when booting. XFORMAT2 extended formatter & VC Spreadsheet.
883 MX-2 v2.3 a multi-tasking & user environment, allowing up to 7 concurrent tasks such as compiling, printing, etc. *D*
842 DEC edit clone, Disk engineer v3.01 Do almost anything to a disk via GEM

GRAPHIC, FONT AND ART/DRAWING DISKS

375 FONTEDIT v3.0, Editor & loaders for Ram & downloaded fonts. Inc. are a number of fonts, font data disassembler
578 ST GRAPH. A comprehensive graph, handles Bar, Horizontal/Stacked Bar, Line & Dot Charts.
376 FONTS2, Screen & desktop fonts. Columbia, Devoll, Hudson, Saturn, Spokane,. Thames & Universal Roman.
876 DELUXE FONTMASTER v2.0 Print a large choice of original fonts on an Epson/IBM/NEC compatible printer. *MD*
388 A Pics disk includes Mona Lisa, Moon, ST keyboard, Planet, Yoohoo, Saturn.
803 Amiga & Macpaint pic files plus PICSWITCH which can read Neo, Degas, etc.
808 FRACKTAL is a fractal drawing program from Germany. Fractal landscape prog.
850 FONTKIT 3.31 An excellent font program. * D *
880 COLOURBURST 3000 v0.2, This program allows you to add different colours to pictures from other packages. *CX*
888 ANI-ST, animation system. You draw the initial & final shapes & the ST draws the ones in between. Full docs.
396 MASTERPAINT, A great drawing package with some excellent features & it works in Mon & Col. LITTLE PAINTER
540 PUBLIC PAINTER An excellent art package. German but not hard to master. * M *
820 SNOOPY, 25 cartoons with displayer *C*
571 GRAPHS disk. Full of utilities for printing graphs. TOP CHART.
577 PALART. Excellent art program with full docs on disk. Excellent features. *C*
442 ST CAD v2.1, a medium or High res CAD package. Full docs. CALCPLOT, scientific calculator and function plotter.
393 THE ARTIST, A great drawing package with all the normal options. * M *
469 JILCAD, a good shareware CAD package. Lots of features (2D)Add-ons available. *XD*
471 FONTS, Calamus PD fonts from USA. Advert, Babyteth, Barnum, Carolina, Casual, Celtic, Chancery Bold, Chancery + others *D*

MUSIC

875 COMPOSER, music creation, uses ST's soundchip or midi interface, with drum kit etc. There is also a player program.
720 - MUSIC WRITER, create music on screen, Also Sound Chip Controller.
721A-B SOUNDTRACKER PLAYER & MODULES. ZOWEE, TIMDEMO, AUSIFOOT, GRILLED MUSIC1, more * 2 Disks ! !
536 CASIO CZ SOUNDS & EDITOR, 2 Casio CZ series synthesizer editors/librarian programs.
753 XBIOS Music Construction Kit, a powerful song editor.
754 PERCUSSAMAN is a 4 track, 16 instrument, digitally synthesised sequencer.
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767 MICHAEL JACKSON - BAD, digitised sampled sound & great graphics.
466 GHETTOBLASTER, a simple but enjoyable demo designer. LOW RES.
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PROGRAMMING/LANGUAGE DISKS

702 STOS SOUND FX CREATOR, Create sound effects for STOS games in the format of STOS banks.
312, 313 & 314, C LANGUAGE DISKS 1, 2 & 3 of Elementary C, a set of 3 disks of program to illustrate to the beginner the use of 'C'. Each prog includes C source code.
361 A 68000 Assembler, selection of progs in FORTH-83, ST Logo, ST Basic & OSS Pascal.
813 PROGRAMMING EDITORS, 3 editors, CONTEXT v2, PRO-ED and P-EDIT. Docs.
887 SOZOBON C, Probably the best PD C compiler.
759 SPRITE EDITOR. Create & save your own sprites. Excellent Sprite design program that has several fast & flexible routines.
440 C TUTORIAL, superb disk manual that provides an excellent intro to C programming.
474 GNU GDB, source level debugger. SZ ADB, M/C debugger for SOZOBONC.*D*
475 MKRSC GEM resource construction util.
476 MODPAS, Pascal Compiler, docs. *D*

COMMUNICATIONS DISKS

364 PACK-ET-TERM v3.3A, a great radio package. YARP split screen RTTY terminal.
752 VANTERM 3.71 & 3.8 is just about the best PD Communications package around

APPLICATIONS - SPREADSHEETS, DATABASES ETC

826 DATABASE I, GEM driven database. Easy to use & learn. Online help screens.
827 ST SHEET. This is a very good quality spreadsheet. Can be used as a Desk Accessory. *C*.
873 B/STAT v 2.01 This is a sophisticated graphing & statistical analysis program *D*.
874 OPUS v2.2. This program is a GEM based spreadsheet & charting program *DX*.
543 WG DATA, database, custom screen layout for data input. Comprehensive docs.
537 DOUBLE SENTRY, Accounting prog. A fully working accounts package that covers all aspects except VAT.
755 PERSONAL DTB is a database for storing your names & addresses & creating labels or personalise mail shots.
541 INVENTORY PRO v2.0 is a fully featured stock control system. Very powerful.
432 TCOS database that allows data to be structured in a tree arrangement.
433 ZAPCARD, easy to use card type database. Allows upto 1024 cards. BANKER Simular to Lotus 123. Comprehensive docs.

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831 (SS)841(DS) EASY TEXT v1.2- Fully working DTP demo program. Fully Gem orientated using the WYSIWYG presentation. 21 page manual on disk. The only difference between this and the fully working version is that this will only print 1/4 of a page at a time.
363 ST WRITER ELITE,v3 the latest release of ST WRITER. It's a superb PD Wordprocessor with text files, docs, etc.

CLIP ART

738 Humorous clips + individual letters A-Z.
736 More Arrows, Artdeco, Breakfast, cups/glasses & more kitchen parts.
737 Babies, Boys & girls.
739 More Girls, Scrolls & Occasional clips.

GAMES

799 BOMB OUT BROTHERS, Compilation disk No.1. MAD MOLE, great version of the Boulderdash, LASER RACE, defeat enemy laser cars in the arena.. ALIEN BLOCKADE, based upon the arcade game QIX.
532 ADVENTURE SOLUTIONS 1 - Solutions to over 25 advs. Crowley Manor, Amazon, Zork 3A, 2B & 3,Enchant, + others.
705 HARRIS WENT SKIING, You have to get Harris across a busy road to buy Skis.
326 Arcade games including Warzone, Daleks, Haunted House & Mousemess.
317 The games on this disk are Battleships, Checkers, Maze(.ACC), Megaroids(Mono) Pool.
345 PUZZLE PUZZLE, jigsaw puzzle games from Germany.*M*
891 SUPERBREAKOUT, There are over 40 brick types all with special features.*M*
554 NAPOLEON, conquer europe. * M *
762 RUSH, rush around moving bricks in order to create a way out for the ball. Game where you head butt attacking rats.
742 TREASURE SEARCH, find the hidden treasure.*D*
582 STUMPED play international cricket, Control of team selection *D*
344 BALLER, arcade castle & cannons game. *M*
309 ADVENTURE WRITING SYSTEM
553 1ST SERVE TENNIS, tennis simulation
766 TUNNEL VISION, A great maze game
552 BERMUDA RACE 2, The challenge is to sail to Bermuda.
580 LEAGUE SOCCER, Play the full league programme week by week. Full control over player selection.
351 HACK 1, a Dungeons & Dragons text adventure with graphic maps.
581 TOP OF THE POP, Climb up the Top 50
507 SKULDUGGERY, Mono/Colour, Guide a cave mite around caverns collecting diamonds. 100 levels. BLASTER defender clone.
347 SPACEWAR is a good arcade game. FIRESTORM, uses the mouse. AZARIAN shoot 'em up, beat the invading Thraxx
349 SOLITAIRE with 3D graphics. MACPAN is a Pacman clone. Galaxy & Sprengmeister are strategy games *M*
515 SHIPWRECK, educational maths with graphics.
514 A DUDLEY DILEMMA, ADV. game. You guide a student at Harvard University.
782 NAVAL BATTLE, Battleships
707 CENTAURI, a Horizontal scrolling shoot 'em up.
783 CHESS, MONOPOLY, BACKGAMMON
412 GRAND PRIX, good fast racing game
417 HEDGEHOG, Frogger clone.
411 KEY TO ATLANTIS, Go around collecting various treasures to prolong your life.

ST P.D NEW ADDITIONS

785 MOVIE CONSTRUCTOR: animate objects & text to create stunning effects. Examples inc. FACE ANIMATOR: design a face then let your ST animate it. *M*
786 SIMPLE DRAW V3.4: A great art package that works in medium & high Res. Degas compatible samples included. (Docs foreign)
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ST PD (continued)

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444 XCONTROL: ATARI's latest TT control panel accessory for all STs. CPXs included; Color Setup, Configure CPX's, General Setup, Modem Setup, Printer Setup, Sound Setup(STE only), Window Colours(TT only) and Accelerator. Plenty of docs on disk.
448 CYPHER: Encodes pics so that they cannot be loaded into normal art packages(& copied or modified) LITTLE GREEN SELECTOR: great file sel. replacement with many features lacking in the Atari version. Full docs. WPTOOLS: A .ACC that gives extra facilities to 1ST Word and 1ST Word Plus.
450 REVENGE V2.01: Super intelligent document displayer, which makes file reading a dream. Full docs.
454 MEMFILE 2.0: Memory and disk editor with powerful features, runs as a .ACC and you can actually examine the program you are running in memory. DLII: Check disks, retrieve deleted files & edit data directly on a floppy or hard disk. REORG: Companion prog for DLII. Examine data on a disc related to one file and rewrite it for better disc management, docs.
455 NAMENET:An excellent database that runs in Med & High res. Large amount of docs, and includes an 01 to 071/081 telephone number converter.
458 TETRIS:Classic 2D tumbling blocks game that's highly addic tive(MONO). PUZZLEMANIA: Multi level mayhem, highly addictive puzzle game wher you have to plan your way around the maze, turn on the generator and trap the droids.(COL)

GENERAL
465 POOLWISE V3.5, Sophisticated pools predictor. MED RES.
437 BUSINESS LETTERS, 100 business style letters. SPREADSHEET, visicalc clone.
807 SKY MAP, will display over 1500 of the brightest stars.*M*
575 CONSTELLATIONS. an Astronomers disk *M*.
701 PLANETARIUM, look at planet & get statistics on them.
802 THE PLANETS, A slide show around the planets with plenty of pics, facts & figures.*D*
832 ST TOUR, Guided tour of your ST in tutorial form.
833 YOUR SECOND ATARI MANUAL - A text file of the book. A must for all ST users.

EDUCATIONAL
872 KIDGRAPH, KIDMUSIC, KIDPIANO KIDPOTATO for children from 2-5 years *C*
559 KIDPUBLISHER, Kidsong. Numeric go round, Braille.
424 DOT2DOT, join the dots to make pics. KIDCOLOUR, for young children. KIDSHAPE.
426 THE BODY SHOP, a great prog ideal for any age group, locate bones and organs.
427 SOLAR SYSTEM GEOGRAPHY, loads of data on the solar system.
564 CHUNNEL, A French to English & vice-versa tutorial game, *C*
744 PERFECT MATCH, Try and match cards 2 at a time. Questions & answers.
539 TYPING TUTOR (2) A very good full documentation.
557 SPELLING MADE EASY, The computer speaks the word, you then type in the correct spelling. Words included.
558 MATHS MADE EASY, Another great prog with speech synthesis.
430 ME FIRST, a prog where the pics have to be put in the correct order.
431 COLOURING BOOK, Superb prog for young users. Draw pics & then colour them in.

AMIGA PD

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MONOPOLY (G103)
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BLIZZARD, shoot'em up (G106)
DRAGONS CAVE (G107)
CASTLE OF DOOM (G108)
PSEUDO COP (G109)
DRIP, painter game. (G111)

AMEG PACK 2
MARBLE SLIDE, Pipemania (G113)
MAYHEM, Spaceships in caverns. (G114)
MEGABALL, breakout game. (G119)
PATIENCE card games. (G122)
TREASURE SEARCH (G125)
LEGEND OF FARGHAIL (G126)
ARCADIA, breakout game (G127)
DYNAMITE DICK (G128)
PAIR IT (G129)
SNAKES & LADDERS, REVERSI (G130)

AMEG PACK 3
AMIGA TOOLS(1) (U100)
AMIGA TOOLS(2) (U101)
AMIBASE, very good DTB. (U102)
LABEL PRINTER, custom labels.(U103)
UEDIT, Wordprocessor. (U104)
COMMSPILATION 1, various modem utils.(U105)
VIRUS CATALOGUE, what, how ETC (107)
SID V1.06, The ultimate disk util.(U112)
Fonts & Surfaces(U113)
DISKSALVE 1.3(U114)

AMEG PACK 4
Silents Scroller (D100)
Utopia Cartoon Slides (D101)
Bunsen Burner (D102)
The Link Magademo (D103)
Ghost Pool (D104)
Scoopex Seven Sins (D105)
Disney Slideshow (D106)
Sleeping Bag Demo (D107)
System 5 Demo (D108)
Alpha Flight Megademo (D109)

AMEG PACK 5
Vision Megademo (D112)
Fast Cars Slideshow (D113
Mobed (D114)
Kefrens Wall Demo (D115)
Beast 2 Preview (D116)
Treacle (D117)
Share & Enjoy 47 (D118)
Congaman Animation (D121)
Anarchy Scratch Pack 39 (D122)
Juggette Anim (D125)

GAMES
G102 - DIPLOMACY *X*
G110 - PD GAMES COMPILATION 1, inc. Welltrix & Breakout.
G112 - THE TURN & TRICKY A couple of good puzzle games.
G115 - JEOPARDY, based on the board game RISK *X*
G116 - LLAMATRON, Blasting game by jeff Minter.
G117 - PD GAMES COMPILATION 2, inc. Battlemech & Bullrun.
G118 - BATTLEFORCE, strategy game. *X*
G120 - CUBULUS, Rubiks cube type puzzle.
G121 - WIZZYS QUEST great game *X*
G123 - STAR TREK, Final Frontier **2 Disks**
G124 - BOING THE GAME **2 Disks**
G131 - BREAKOUT CONSTRUCTION Set
G132 - QUIZ MASTER 2
G133 - POPEYE
G134 - TENNIS *X*
G135 - FLASCHIBER
G136 - RETURN TO EARTH
G137 - KLONDIKE
G138 - TREK TRIVIA
G139 - PIPELINE
G140 - STAR TREK THE NEXT GENERATION
G141 - UGA GAMES
G142 - HACK
G143 - BIP
G144 - STONEAGE
G145 - FRANTIC FREDDY
G146 - EATMINE Boulderdash * not A1500 etc.
G147 - BLOCK IT 1.2 puzzle game
G148 - BLACKJACK LAB inc tutor.

EDUCATION
E100 - LEARN & PLAY * 2 disks *
E101 - Talking Colouring Book.

UTILITIES
U106 - COMMSPILATION 2, more modem utils.
U108 - U110 CLIP ART, Various
U111 - Wordprocessing & Databasing
U115 - MENU-MAKER
U116 - ICON-MANIA
U117 - FIXDISK disk repairer
U118 - VACCINE BOOSTER, virus killer
U119 - QUICKBASE database
U120 - MED Moudules
U121 - RED SECTOR demo maker
U122 - MASTER VIRUS KILLER V2.1
U123 - TETRACOPY
U124 - JAZZBENCH
U125 - VISICALC Spreadsheet
U126 - THE MAGICIANS Utilities
U127 - STEEL MOON Utilities
U128 - SUPER C Disk
U129 - RED DEVIL Utilities 4
U130 - TEXT PLUS Wordprocessor
U131 - WORDWRIGHT Wordprocessor
U132 - AMIGA FOX basic DTP
U133A-D - C-MANUAL
U134 - PRINTER DRIVER GENERATOR KIT inc 50 drivers
U135 - IMPLODER V.4 cruncher/archiver
U136 - PCQ PASCAL SHELL easy to use, inc docs.

AMOS PD
A100 - Forms Unlimited
A101 - Archivist Datavbase
A102 - Word Square Solver
A103 - Fonts Disk 1
A104 - Fonts Disk 2
A105 - Baloonacy
A106 - Family History Database

FRED FISH
F52 - A-Z Text Editor
F143 - RIM DATABASE
F144 - ANALYTIC SPREADSHEET
F193 - KEYMAP EDITOR
F203 - ASSEMBLER & C
F219 - ASTRONOMY program
F349 - MED V3.00

DEMOS
D110 - Share & Enjoy 46
D111 - Thames TV Demo
D119 - Simpsons Mini Mega
D120 - Glass World Animation
D123 - Bugs Bunny Anim *X*
D124 - Smurf + Cokeman Anims *X*

PROGRAMMING
P100 - A68K Assembler
P101 - North C

AMEG PACK 7 - Fred Fish disks 1-10
AMEG PACK 8 - Fred Fish disks 11-20
AMEG PACK 9 - Fred Fish disks 21-30
AMEG PACK 10 - Fred Fish disk 31-40
AMEG PACK 11 - Fred Fish disks 41-50
AMEG PACK 12 - Fred Fish disks 51-60
AMEG PACK 13 - Fred Fish disks 61-70
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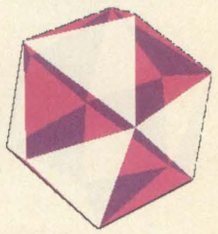
A load of old balls?



Sure, demos look great, and they sound pretty hot too. But they don't actually *do* anything so what's the point? Tim Howell finds out whether there's more to demos than ray-traced spheroids...

Multi-coloured balls bounce across your screen following the path of some mathematically-calculated curve while some metallic-looking, wobbly text scrolls endlessly on. No, it's not the new trendy 90s title sequence for *Open University*, it's a demo.

In the last couple of years the public domain has been flooded with the things: programs designed to stretch your computer's graphical and audio capabilities to its limits. Most of them might look and sound great, but they don't really *do* anything. But what's the point? Why do people bother spending so much time creating these productions when the chances are they'll be loaded once (or if the demos are any good, twice)? Are their claims to fame realistic? Is it fame?

History repeats itself

To get an idea of how the concept of the demo came about, you really need to look back a few years. The mainstream demo scene originated on the Commodore 64, a computer now almost ten years old.

Programmers sought to expand their knowledge of the machine, trying to write programs on it that looked and sounded better than all previous programs. In the process they often came across new techniques that not even Commodore thought were possible. The 'sprites in the border' trick is one example of this; sprites were positioned in the top, bottom and sides of the screen, expanding it so that there were no gaps around the edge of the normal display.

The C64 appealed to demo programmers because it had better graphics and sound capabilities than the other computers of its period, such as the Amstrad and Spectrum. It was also popular in a number of countries, so the demos had a potentially larger audience.

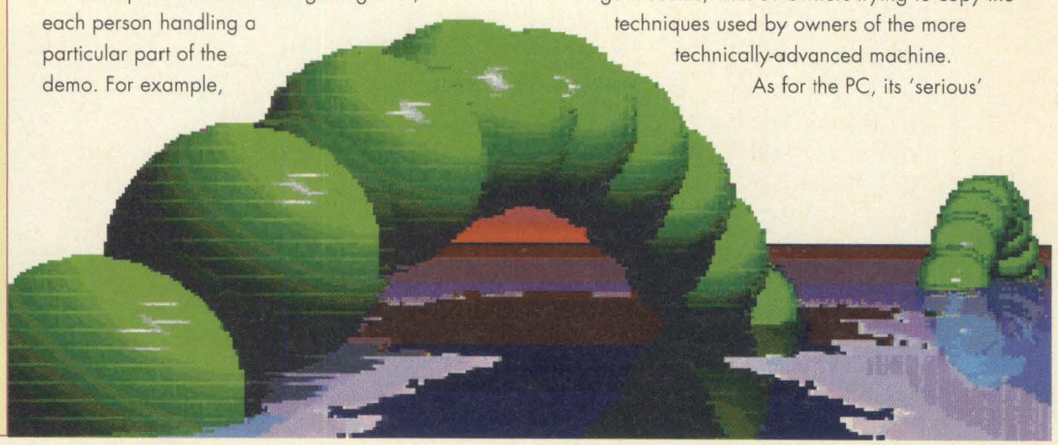
Groups of coders would get together, each person handling a particular part of the demo. For example, one would handle the graphics, another the sound. Their combined talents would produce the demo. Gradually more people became attracted to this new form of software, and they began to compete with (and against) each other to see who could program the most technically-impressive demos.

When the Amiga was first released in the mid 80s, many of the programmers who bought the new machine had previously owned the C64 and were attracted to the new machine by its flashy graphics and sound. Similar demo groups formed, to a much larger extent than in the days of the C64, and they strove to take full advantage of the more recent machine's abilities.

> *"Gradually programmers began to compete against each other to see who could come up with the most technically-impressive demos."*

The Atari ST has followed in the steps of the Amiga it seems, with ST owners trying to copy the techniques used by owners of the more technically-advanced machine.

As for the PC, its 'serious'

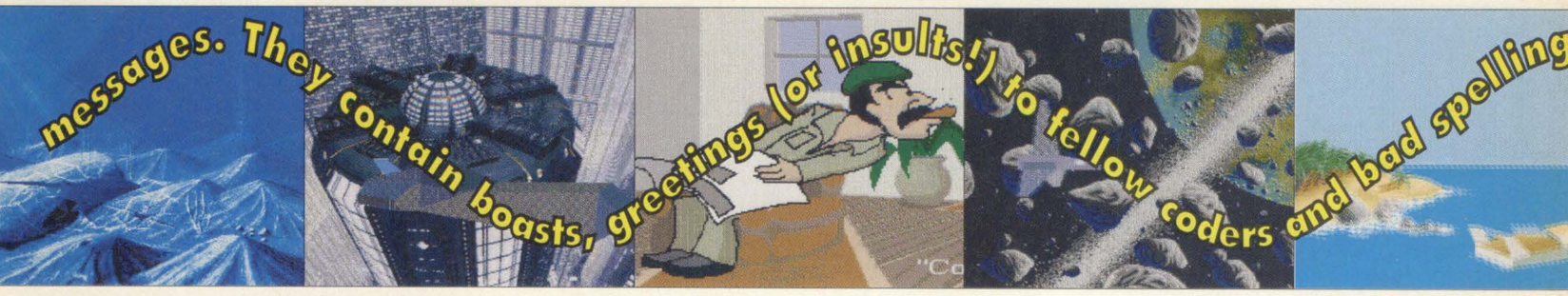


Tips to demo-making

The Jester Brothers are currently working on a sequel to their popular *Fillet the Fish* demo, called *Fillet the Fish 2½*. Tim Wright has given some tips to budding demo makers:

- Get together with other people – you'll learn much more from people than you will from books or magazines
- Start small and keep persevering – you have to be either nuts or dedicated to succeed
- It's better to decide on doing something for which you have a natural ability. You can play around with other areas but unless you're lucky you'll get further doing something you're good at
- Try and be unique. If someone sees something that looks like something else they'll switch off. But if it looks new then they'll look out for your next demo

A sneak preview of the much awaited *Fillet the Fish 2½* – coming to an Amiga screen near you in mid-March



Get the message

Just like pop music, demos are a reflection of the times we live in. Often demos that are related to a particular cause or current event are released. There was a plethora of demos produced during the Gulf War and countless references to the tearing down of the Berlin Wall cropped up in scrolly messages.

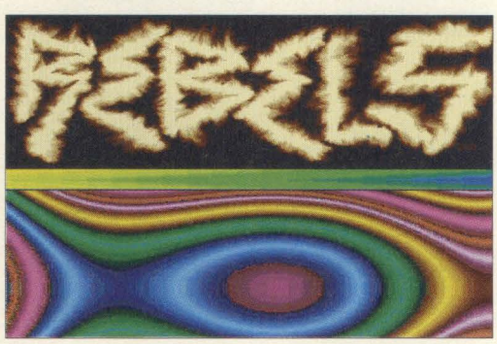
reputation has meant that there are very few demos available for the IBM and compatibles, and the group situation is virtually nonexistent. To a certain extent this is unusual as the PC definitely has the hardware ability to be able to produce impressive demos. Maybe the situation will improve as the PC makes its way into more homes, and the price of the machine comes down.

What's the point?

Most demos are regarded as pointless by more 'serious' computer users, who discard this software genre as consisting solely of silly programs with scrolling messages and little else besides.

To a certain extent these people are right; the infamous scrolly messages dominated the demo scene for ages and became boring – an outlet for the programmers to prove their one-upmanship over their colleagues.

Now though, the genre has become more refined. Most demos are well-presented and are professionally put together. True, the egos of the people involved in producing the programs still filter through to the scrolling messages, but now there is a lot more variety, and you'll see and hear things on demos you won't get in any other form of software. Games, applications and other 'useful' programs have to devote large wodges of memory to gameplay, or doing some job or other, where demos are free to fill the bytes with code devoted to pure aesthetics.



In most demos the egos of their creators are often prominent, sometimes detracting from the overall effect of the program

A demo for all reasons

Apart from the egotistical aspect of writing demos, there are serious reasons for programming these small and not-so-small pieces of software.

The main reason, at least in the short term, is that these programmers can expand their knowledge of their computer. Some of the advances made in demo programming filter into other software areas, particularly games, where flashy graphics and snazzy sounds never go amiss.

In the long term the programmers and artists involved get noticed – noticed by other demo writers who see the techniques and seek to

These demos are *so* fussy about what they'll run on

Because demos are designed to stretch the computer they are running on to the limits, sometimes this means they won't always run on all versions of a particular computer.

The release of the new Amiga 500 Plus has emphasised this problem. Most of the techniques used to program demos are achieved by using non-standard system programming techniques. This means that a lot of demos written for the older A500 simply don't work under the Amiga 500 Plus's new Kickstart 2.04 operating system, because the differences between the two, while slight, cause incompatibility problems.

Some demos either won't load because of custom loading routines contained in the bootblock of the disk, or if they do run then they are corrupted in some way or they crash immediately or after a period of time.

Similar problems arise when trying to run a demo on the Atari STE, although these are less frequent because the machine has been available for much longer and programmers are aware of the machine's characteristics. Some demos have been written specifically for the STE, taking advantage of its four-channel sound and blitter chip.

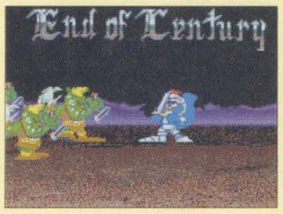
As for the PC, the few demos that are available make use of the improved graphics offered by EGA and VGA modes. This limits the use of these programs to computers equipped with these higher-grade graphics cards.

Variety is the sprite of life

In the days when programmers were first learning how to use their machines, the bog-standard programming technique was the scrolling message. As people became bored (and more bored, and more bored...) with these techniques, programmers sought other avenues and techniques to advance their abilities and to make demos more interesting.

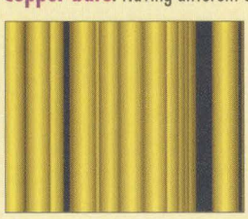
Here's a run-down of some of the more popular programming techniques that have cropped up in demos over the years:

Animations: While most of the better animations consist purely of graphics, this hasn't stopped them making an appearance in demos in different capacities. The type of animations that can be found in demos include everything from simple cartoon-style graphics, to complex animated logos.



Bobs: When you see a lot of balls, or other similar small objects (no sniggering at the back!) flying around the screen, it's very likely that they're bobs. Programmers have worked out ingenious ways of getting hundreds of these on-screen at once, arranging them into different shapes and generally making things look very colourful.

Copper bars: Having different coloured bars moving about on the screen is an old, but impressive-looking technique. These are called copper bars because they're based on a technique developed on the Amiga which uses the computer's Copper co-processor chip to generate multi-level displays with different colours and resolutions.

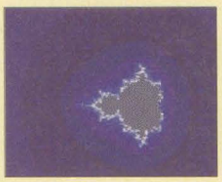


cont. on p22

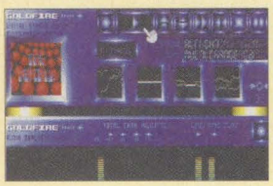
cont. from p21

➤ **Dots**: A technique that seems to currently be in vogue, 'dots' are basically large objects made up from hundreds of individual pixels. They are arranged in different shapes, such as huge balls, which are very malleable and can easily metamorphose into other objects.

Fractals: Yes, even that complex mathematical landscaping technique has been used in demos, although many of the fractal images aren't drawn in real-time (that is, as the demo is being run) as they take a long time to calculate – instead they have been pre-drawn and are just displayed on-screen.



Music/graphic equalisers: Music is an important ingredient of demos, and one of the early techniques used to 'integrate' the antics on-screen with the music were equaliser bars. These aren't true graphic equalisers, as they don't measure the true volume/velocity/pitch/frequency/wavelength of the music but rather just bob up and down in time to it.



Plasma: A relatively new technique, plasma graphics are basically colours that blend into different shades and colours – sort of animated colour cycling. Some pretty impressive effects can be achieved using this technique, although more recently it has tended to be used in a lot of demos without much imagination.

Ray tracing: Another complex graphic technique, ray-tracing is a method of creating realistic computer images, where lifelike effects like shading and shadowing can be achieved. Like fractals, these too take a long time to calculate, and most demos that feature ray-traced graphics have them pre-calculated before they are displayed on-screen. ➤

improve on them, and by software companies who are always on the look-out for competent people to program their games.

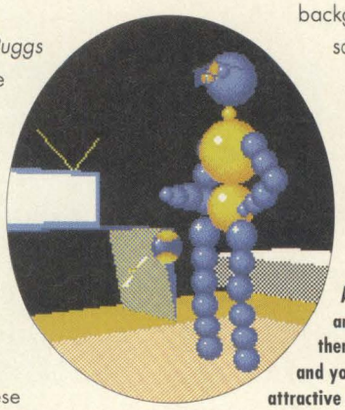
A number of successful demo makers have gone on to produce games. One example is Jester Brothers International, a trio of real-life brothers – Tim, Lee and Jeremy Wright – who started off producing demos (*Puggs in Space* and *Fillet the Fish* for the Amiga) and who are now dabbling in games programming. Tim, who does the music for the demos, has gone on to write music for a number of games for Psygnosis and other software companies, including *Shadow of the Beast 2*, *Amnios* and *Leander*. Psygnosis was so impressed with the *Puggs in Space* demo that it is even producing a game based on the character.

"Psygnosis was so impressed with the Jester Brothers' Puggs In Space demo that it is even producing a game based on the character."

It takes all sorts

Like most types of software, there are many different varieties of programs that constitute the demo genre.

- **INTROS –** Small programs which look like demos but only do a couple of things, like print a scrolling message and display a starfield, for example, are called intros. These programs often appear at the start of demo productions, or, and this is a seedier aspect of demo-making, as an introduction to a pirated commercial program.
- **DEMOS –** Next are the true demos themselves. Usually they comprise of just one sequence (usually in a continuous loop). As more disk space can be dedicated to storing these demos, the programmers can make them more complex.
- **MEGADEMOS –** Once programmers have tired of producing single demos, the next step up is to create a series of demos and string them together on a disk complete with custom loading routines: these are the so-called megademos. Each individual demo has to be loaded successively. There can be a whole disk dedicated to as many parts, or individual demos and intros, as the programmer cares to include.
- **SLIDESHOWS –** while they are reviewed in *Public Domain*'s demo section, aren't strictly demos even though they sometimes have background music and scrolling messages. They are usually just a sequence of static, digitised or digitally-drawn pictures.
- **ANIMATIONS –** are in a similar boat:



Arrange a few bobs to create an animated figure, surround them with vector-based objects and you've got a good recipe for an attractive and impressive demo

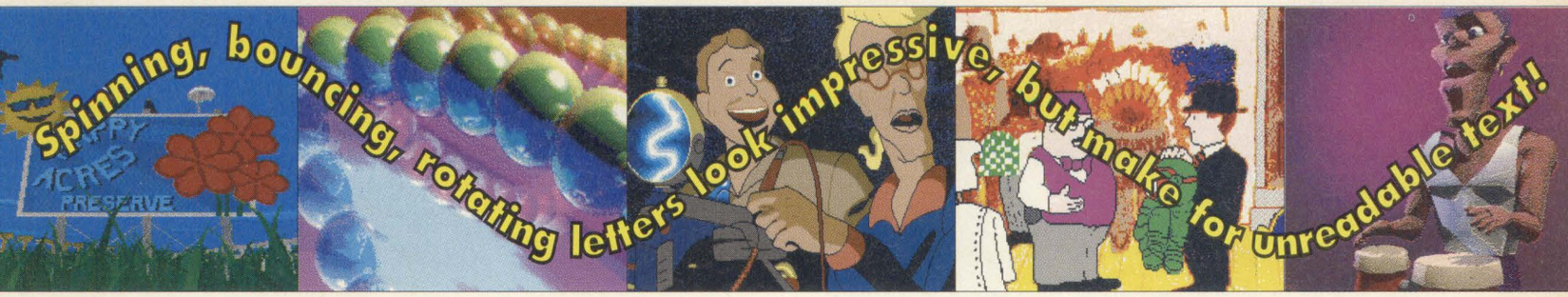
Take a short cut with a demo creation utility

For people who don't want to delve into the techie world of low-level programming, there are also a number of demo creators available: programs that have been designed for the sole purpose of putting demos together.

There are a number of these available for the Amiga, including the *Dope Intro Maker* and the *Celtic Demo Creator* but the best one by far is the *Red Sector Demo Creator*. This tool has created a whole range of utilities dedicated to getting the most out of the program, including a variety of pre-drawn logos, fonts and bobs, extra music, plus another tool that creates filled vector graphics.

Compared to the Amiga the ST isn't as well supported with demo creators. Although there are a couple available these aren't all that powerful, only letting you do simple things like displaying a simple picture accompanied by a basic scrolltext.

There aren't any comparable utilities available for the PC that we know of, so people who want to program demos on these machines have to do it the hard way – that is, by using standard programming tools and having to learn all about their machine's hardware. While this does take a lot of time and effort, if you really want to get to grips with programming then this is the way to go. And think what a smug sense of achievement you'll be able to feel.



All is not well – the darker side of demos

Because demos are not commercial products, and the programmers like to exude their personalities within their productions, less welcome aspects of demo writing arise.

Bad language is the one of the most offensive of these, and can appear at almost any stage in a demo without warning. This doesn't help to improve the reputation of demos, or PD, and no matter how competent a demo production is technically, it can be tarnished by this sort of thing.

Some demos also feature offensive graphics, including pornographic and violent material. Graphically offensive productions like these are, thankfully, thin on the ground.

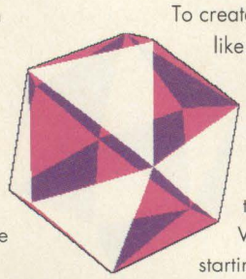
Many demos originate in non-English speaking countries, and sometimes the attempts at English make Fawlty Tower's Manuel sound like James Mason (and if you read it for a while then you start thinking in the same weird dialect of English!)

Unfortunately, a small minority of demo writers are also involved in software piracy. The techniques used to code these demos demonstrates the extent to which these people can use their computers, and it's very simple for them to use their coding knowledge to 'crack' commercial software and then advertise the fact in their demos.

It is possibly this connection – between piracy and demos – that has done much to give PD the poor reputation it is trying hard to shake off. With the efforts of anti-piracy organisations such as FAST (Federation Against Software Theft) piracy has become less widespread in demos, as the pirates have been driven underground or are forgetting about piracy altogether and concentrating on coding more impressive demos.

they don't usually feature sound or any other flashy effects and concentrate solely on producing moving graphics. Often the lack of these effects benefit the animations as the computer can concentrate its power on making the graphics move.

- **MUSIC –** You can often find music disks listed in many demo catalogues. These normally contain several tracks accompanied by some flashy demo-like graphics. These programs are basically demos, but they have been programmed primarily to highlight the music rather than to be demos in their own right.
- **HYBRIDS –** There are variations on all of these different types of demos. For example there are single-part megademos, as they have been called, which load into the computer in one go but consist of several different parts which can be switched between by pressing different keys or mouse buttons.



What you need

To program a demo requires a considerable amount of knowledge of how the computer functions and what it is capable of, right down to its fundamental hardware levels.

As far as writing demos is concerned, if you're thinking of programming in anything other than assembly language forget it. Languages such as BASIC are simply too slow, and while, as far as the Amiga is concerned, C is the language that most of the computer's system routines are written in, even that is too limited for the effects that all but the simplest of demos seek to achieve.

There are a few assemblers available in the public domain that enable you to write programs in assembly. However the best ones are commercial, as they are much faster at compiling the code and offer functions that make programming and editing a lot easier.

Other essential utilities include a decent art package to create logos, fonts, sprites and the like.

To create the music one of the many *Soundtracker*-like utilities that are available will do the job fine. Examples of these include *Noisetracker*, *Startrekker*, *MED* and the venerable *Soundtracker* itself. There are versions of these tools available for both the Amiga and the ST. Jester Brother Tim Wright has used the full range of these, starting with *Soundtracker* then using *Noisetracker 2.0* and in the last couple of months he has started using *Startrekker 1.3*.

There are several other utilities available that could be useful for creating demos. These include graphics converters (to make graphics files the correct type for the computer to display within the demo), programs that calculate the sine values to be used with sine techniques, and bob and sprite designers, amongst others.

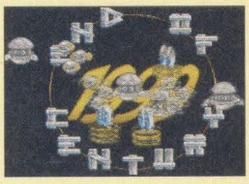
Versions of all these tools and utilities are available as PD – we'll be giving you a low down on some of the best in the next issue of *Public Domain*.

If you want to discover the best of the latest crop of demos turn now to page 72. PD

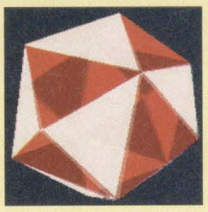
➤ **Scrolling messages:** By far the most widely used programming technique in demos, there are now dozens of ways of scrolling messages across the screen. The earliest involved a simple right-to-left horizontal scroll, then words were scrolled vertically, up and down the screen. The next generation of scrolling messages was sinus scrolling, where the message that moved across the screen followed the path of a sine curve, looking much like a wavy line. Now there's virtually no restriction on how scrolling messages are displayed.

Sinus effects: As well as being used in scrolling messages, the sinus technique is also used in all sorts of other areas of demo making. These techniques use sine formulae to make objects move in the pattern of a sine curve. So, in the case of the sine scroller the scrolling message moves in the shape of a continuous sine curve across the screen. Other examples of how this technique is used include moving logos to create a rippling effect and the movement of copper bars and other objects.

Sprites: There seems to be some confusion over the distinction between sprites and bobs. On-screen there isn't much difference: both are effectively objects that move around the screen. The difference is on a hardware level – basically, you can have hundreds of bobs on-screen, but (and again this is Amiga-related) you can only have 16 sprites. In the case of the ST and PC, all their so-called sprites are controlled by software – they don't have the dedicated sprite-controlling hardware the Amiga has.



Vectors: Vectors are another mathematically-related technique which use lines to create 3D-like objects. Initially these consisted only of lines which were joined together to form the objects, called line vectors, but gradually programmers discovered how to fill these shapes with colours to give the impression of a solid object. In the past year or so these filled vector graphics have been shaded as well, creating a more realistic 3D effect.



Programming & Utilities

If you want to dally with disk directories, fiddle with files or soup up your samples look no further. Tim Howell sorts out the software that'll do all this and much more...

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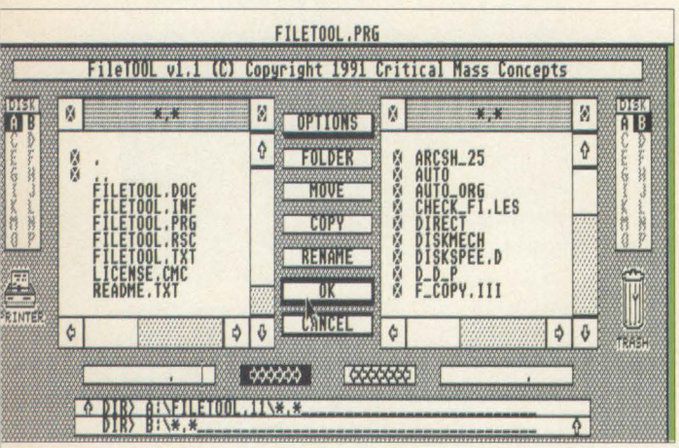
FileTool (Shareware)

ST • 512K
Critical Mass, Unit 9, The Fishergate Centre, 4 Fishergate, York YO1 4AB
☎ 0904 670876

This is one of those handy utilities that makes it easy to copy individual and groups of files from one device to another. One of the more basic implementations of this type of tool, *FileTool* only offers a few functions but those that it does have are the ones that are most frequently used by computer users.



With the contents of both disks down either side of the screen and options listed down the middle, *FileTool* makes it easy to see what's going on

These include being able to create new folders in which to contain files, the ability to copy, move, delete and rename files, as well as a function to print files out – useful for document files in particular.

These functions are accomplished on a black and white, medium resolution display which is clearly laid out if not exactly inspired. The source and destination devices are positioned either side of the screen, with the program's various commands listed down the centre.

In spite of the simplistic nature of the program, *FileTool* has a couple of built-in safety functions to ensure that it's doing the right things at the right time. You can choose whether you want to have your decisions confirmed by the program, so that an accidental press of the mouse button won't immediately invoke a command to, for example, delete a file – you'll have to give it the OK, before it does anything drastic.

All in all, *FileTool* works well, and although it perhaps is a bit limited in comparison to some of the similar programs that are available, it is nevertheless a useful tool.

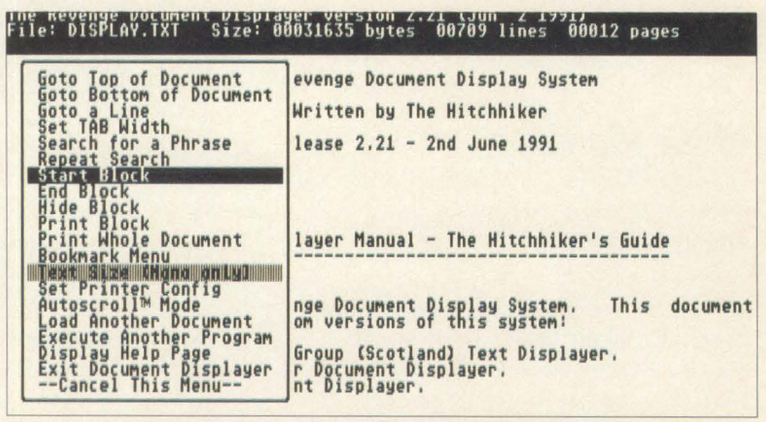
ST **67%**

Hitchhiker's Utilities Disk (Shareware)

ST • 512K
Office Choice PD
Suite 14, Avon House, Town Centre, Cumbernauld G67 1EJ
☎ 0236 737901

This is a compilation of utilities that have all been programmed by UK-based coder Stuart Coates. There are a number of tools on the disk that cover a wide range of functions and all, apart from one, are useful. Here's a run-through of some of the tastier morsels to be found on the disk:

- *B Install* – When you forget to turn on your external drive when you turn on your ST, normally you have to re-boot the computer if you want to access the drive. *B Install* gets around this by letting you install the drive from the desktop so you don't have to re-boot.
- *Custom Disk Formatter* includes among its functions the ability to format disks to a higher capacity than usual, as well as enabling the user to create his or her own custom disk format. It enables you to create custom formats by letting the user set the number of tracks that are to be formatted, the number of sides of the disk to format, the interleaving between sectors and the number of sectors on each track of the disk. There is also a Verify option which will check each track as it's formatted to ensure that the storage space is safe to use.
- *Disk Cat* enables you to create a catalogue of your disks. Quite easy to use, if a bit long-winded in



With its powerful options, *Displayer* could almost be described as the best way of displaying text files on the ST and is much better than the standard Show command found on the GEM desktop

the way it does things, *Disk Cat* lets you comprehensively organise your disk collection.

- *Displayer* – The ST's built-in Show command to display text files is very handy, but it's not very friendly. *Displayer* has been specifically designed to load, display and print complete ASCII text files or parts of them.
To read a document you can simply load it up and scroll through it, using either the mouse or the cursor keys, marking out parts you want to print. If you want, you can set the program to automatically scroll through the document at different speeds. *Displayer* is very useful and has been used by a lot of PD libraries for displaying their catalogues.
- *Flip It* – A joke, *Flip It* simply flips the screen upside down and reverses the direction movement of the mouse, making everything look very strange and confusing...
- *Samcomp* is a sample compressing program that enables you to compress samples in two ways. Using the first compression option you can alter the size and playback speed of a sample. This enables you to, say, convert a 200K file that has been sampled at 10kHz to a 5kHz 100K file with the result that the converted sample would have better sound quality than if the noise was originally sampled at 5kHz.

There are several more files on the disk which perform other functions, but it's worth getting the disk for these programs alone. A quality compilation which indicates that Stuart Coates is a programmer worth keeping an eye on.

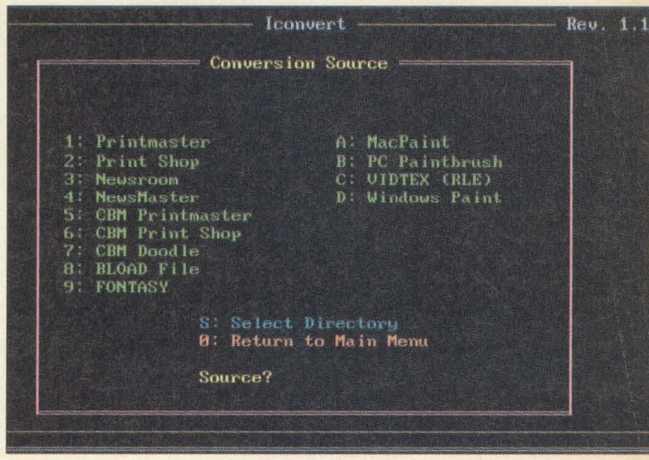
ST **86%**

Iconvert (Shareware)

PC • 256K • All display modes
Disk 40087 • Nottingham Shareware Library, 22 Neighwood Close, Toton, Nottingham NG9 6LP
☎ 0602 462732

The PC is capable of displaying some pretty impressive graphics, at least in its highest graphics modes, but the different formats that these pictures come in sometimes makes it difficult to import them into paint or DTP packages, simply because the file type isn't supported by the program.

Enter *Iconvert*, a graphics conversion program that will load pictures from one type of graphics format and then convert them to another type.



***Iconvert* enables you to convert graphic images from one file-type to another. The type supported can be seen on this options screen**

The program supports several different graphic formats, namely: *PrintMaster*, *Printshop*, *NewsMaster*, *Fontasy*, *Doodle*, *MacPaint*, *RLE*, *BasicA BLoad*, *Windows Paint* and *PC Paintbrush*. Some of the popular standard formats for other machines, such as the Amiga's IFF and ST's *Degas* or *Neochrome*, are not supported which is a bit limiting, especially considering that *Deluxe Paint 2.0* on the PC uses IFF, or ILBM, files as standard.

Iconvert's functions are accessible from a simple menu which gives you a choice of which formats and which files to convert.

Easy to use and rather useful if you need to convert from one graphics type to another, *Iconvert* is a handy tool although it would be made more useful if more formats were supported.

PC **61%**

cont. on p26

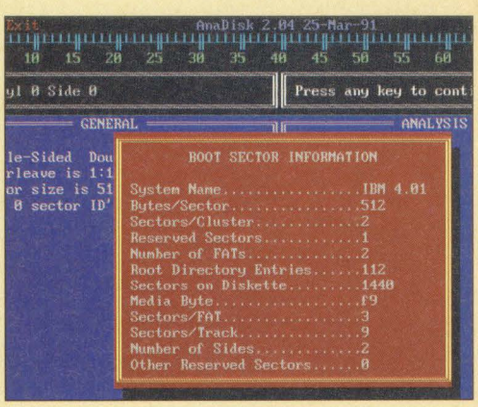
Everything you'll ever need to analyse your drives

Anadisk (Shareware)

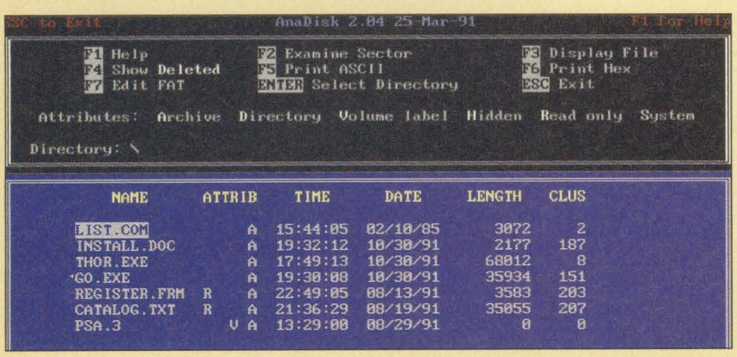
PC • 512K • All graphics modes
Disk 2654 •The Public Domain and Shareware Library, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL ☎ 0892 663298

An integrated program, *Anadisk* contains several different parts all dedicated to analysing floppy disk drives. There are actually nine parts to the program, and they perform as follows:

- SCAN: this part of the program reads an entire floppy disk and informs you of any problems or inconsistencies in the format of the disk and the programs on it. All of the files on a disk are looked at and checked to see if the contents of a file are consistent with the type of file it is.
- SECTOR: when this part of the program is selected you can edit the data on a disk sector-by-sector, either changing the data or printing it on-screen or to a printer.
- FILE: the File option enables you to examine the data of a file based on its filename rather than its physical position on the disk, as with the SECTOR part of the program.
- SEARCH: this enables you to search for a string of data on a disk. You can either hunt for a specific set of characters or you can use wildcards to look for all of the data that complies with the guidelines you set.
- COPY: easily explained – this lets you make copies of disks from one disk drive to another.
- REPAIR: as its name implies, this part lets you repair damaged DOS disks. When a bad area of a disk is discovered, the files in that area are moved to another part of the disk, and the allocation information on the disk is adjusted as a consequence.
- FORMAT: yes, you guessed it. This part formats disks, but it gives you a bit more flexibility than other formatting programs. With it you can determine any formatting pattern that your disk controller can cope with.
- FAT EDITOR: this lets you view and edit the File Allocation Table on a disk.
- DUMP: the last part of the program, DUMP can copy an area of a disk to a DOS file. Why this is useful I'm not totally sure...



Insert a disk, press a key and *Anadisk* tells you all about its structure, from the bootblock to the way the disk is formatted


ESC to Exit
AnaDisk 2.04 25-Mar-91
F1 for Help
F1 Help
F2 Examine Sector
F3 Display File
F4 Show Deleted
F5 Print ASCII
F6 Print Hex
F7 Edit FAT
ENTER Select Directory
ESC Exit
Attributes: Archive Directory Volume label Hidden Read only System
Directory: \
NAME ATTRIB TIME DATE LENGTH CLUS
LIST.COM A 15:44:05 02/10/85 3072 2
INSTALL.DOC A 19:32:12 10/30/91 2177 187
THOR.EXE A 17:49:13 10/30/91 68812 8
GO.EXE A 19:30:08 10/30/91 35934 151
REGISTER.FRM R A 22:49:05 08/13/91 3583 203
CATALOG.TXT R A 21:36:29 08/19/91 35055 207
PSA.3 V A 13:29:00 08/29/91 0 0

***Anadisk* lets you examine all over a disk easily. The File part of the program, as seen here, gives the user a functional options display to examine files down to their lowest level**

All of these options are accessed from a main menu screen to which you can go back to at any stage simply by pressing the Return key, emphasising the program's integrated nature.

Many of the functions that this program performs can usually be found in separate, unrelated utilities, but it is good to see them collected together on to one handy disk. And, even better, to find that it has been achieved so professionally.

PC **76%**

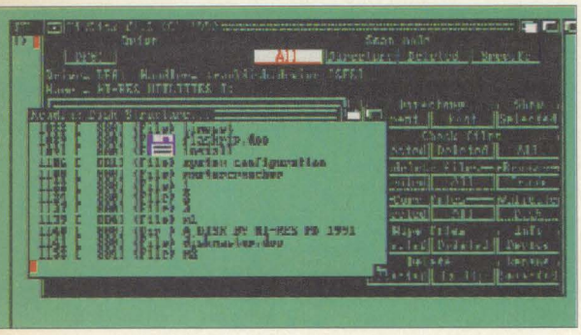
cont. from p25

Fix Disk (PD)

Amiga • 512K • Plus compatible
Disk 1413 • 17 Bit Software,
PO Box 97, Wakefield WF1 1XX
☎ 0924 366982

Usually when you accidentally delete a file or somehow damage a disk, the first tool you turn to is the trusty *Diskdoctor* on the Workbench disk. *Fix Disk* is an alternative, and while the program doesn't claim to be an improvement on *Diskdoctor*, it does boast a number of features that the original doesn't have.

Fix Disk is capable of recovering tracks on a disk that are unreadable, that is, they throw up read write errors when you try to access that part of the disk. It has the ability to check the structure of the directory on a disk, to make sure the directory actually represents the contents of the disk. It can also undelete files as well as copy and display them on-screen.



Recovering deleted and damaged files need not be a hopeless task any more – *Fix Disk* will do the business and save your data

By no means the be-all and end-all of these recovery-type programs, *Fix Disk* is handy and, if used in unison with traditional tools such as *Diskdoctor*, offers a remedy for damaged disks.

AMIGA 64%

Sound Studio (PD)

Amiga • 512K • Disk 1187
AmigaNuts United,
169 Dale Valley Road,
Hollybrook, Southampton

By using digitised sound samples the Amiga is capable of making some pretty realistic noises. Not only is it relatively inexpensive to create your own samples – the hardware costs from as little as £20 – but there are also a plethora of disks containing a huge variety of samples available in the public domain.

Once you get these samples, sometimes they don't sound quite right, or you'd like them to sound a bit different. *Sound Studio* is a sample editing program that lets you customise samples to your own tastes.

Sound Studio works a lot like a word processor, allowing you to cut and paste parts of samples, and you can also add effects to the samples, such as making them echo. For more precise editing, there is a zoom facility to see the sample wave in more detail.

The program also features six different buffers of memory. You can load samples into each buffer – depending on how much memory you have available – and then cut and

con p2

More power tools than a plant hire shop

Power-Boot 2.0 (PD)

Amiga • 512K • Disk 848
AmigaNuts United, 169 Dale Valley Road, Hollybrook, Southampton SO1 6QX

We often get letters in here at the *Public Domain* office from people who want to create menu screens to accompany their home-made compilations of software.

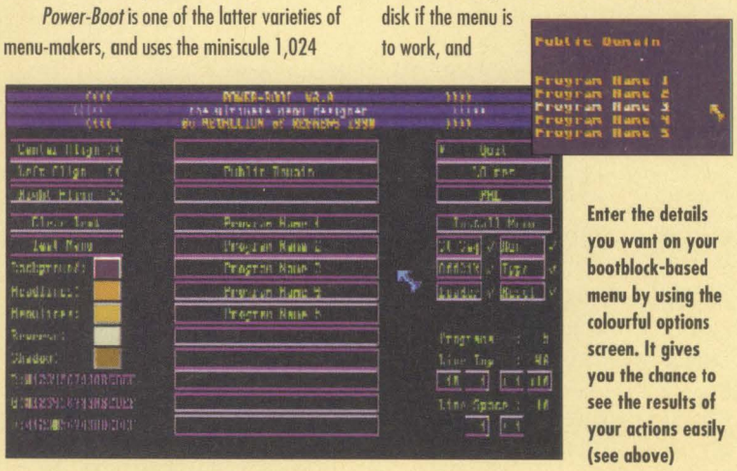
There are two main varieties of these menu-creation programs available – ones that create self-contained files that can be incorporated into your own start-up sequences, and boot menu-makers that put a tiny menu in the bootblock of a disk, letting you choose a program to load very soon after you have inserted a disk into your disk drive.

Power-Boot is one of the latter varieties of menu-makers, and uses the miniscule 1,024 bytes of memory that is available on the bootblock of a disk to store its menu.

Setting up these menus is easy. The program allocates three lines of text for what you want to call the disk or compilation, and then there are another 10 lines for the programs you want to load off the disk.

When you are inputting these various names, you can choose to have the text centred on the screen, or justified to the left or right, hugging that particular side of the screen. You can also select whether the menu should be displayed in low or high resolution or if you want it to be a PAL or NTSC screen.

Once you've entered all your options, *Power-Boot* lets you save the finished menu to a bootblock, plus it will copy other essential files to the newly-created compilation, including creating a start-up sequence for you. Three small files always have to be included on the disk if the menu is to work, and *Power-Boot* transfers these as well.

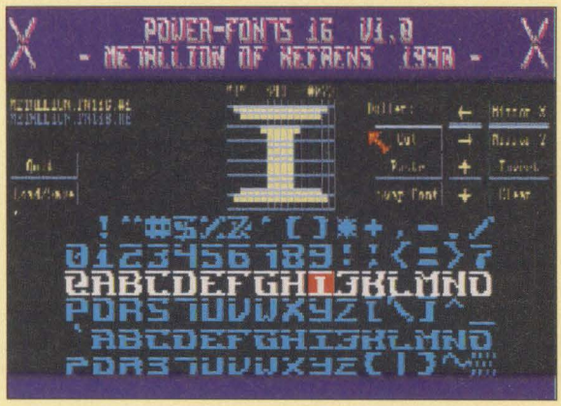


Enter the details you want on your bootblock-based menu by using the colourful options screen. It gives you the chance to see the results of your actions easily (see above)

The files you want to load from the menu have to be renamed to a number between one and ten, depending on the line the program occupies in the menu screen itself – all pretty straightforward.

Judging by the number of people who are interested in compiling their own disks, *Power-Boot* is just the sort of program that they've been waiting for. There can't be many easier ways of generating those all-important and impressive menu screens to give your compilations that professional look.

AMIGA 79%



Fonts can be edited easily with *Power-Fonts*, a program that lets you view and edit complete 8- and 16-pixel sized fonts clearly on-screen

Power-Fonts (PD)

Amiga • 512K • Plus compatible
Disk 848 • AmigaNuts United,
169 Dale Valley Rd, Hollybrook, Southampton SO1 6QX

When you create a font for a demo or some other program, the most common way of going about it is to use a paint package to draw the fonts, save them as IFF files and then convert them to be used in the demo. Another way of going about this is to use a dedicated font-creation utility. *Power-Fonts* is one of these.

On this disk there are actually two different utilities which work in the same way – one creates 8x8 pixel fonts, the other is for 16x16 pixel fonts. They let you edit individual pixels in the fonts, cutting and pasting between individual characters if necessary. There are also mirroring and inversion options to create different effects.

Once a font has been drawn it can then be saved in four different forms of data – as raw data, or as hexadecimal, decimal or binary source code. The form you save the data in depends on how you want to use the data – what type of assembler you use and so on.

Really this is a tool that only people into coding would find of any use. That said, *Power-Fonts* is an easy way to define and edit fonts, and if you need such a tool you need not look much further than this.

AMIGA 82%

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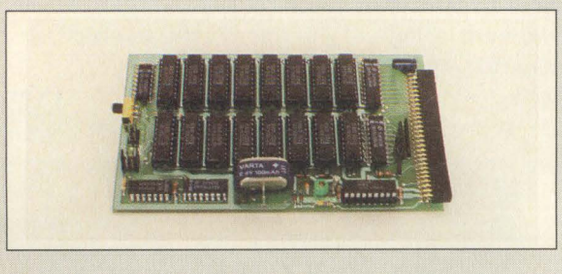

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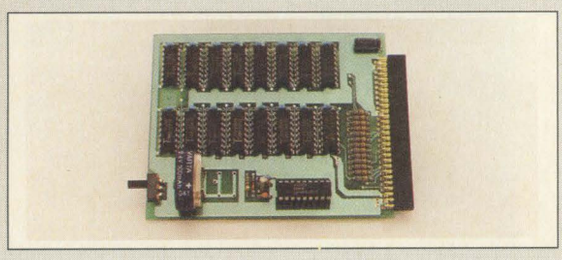

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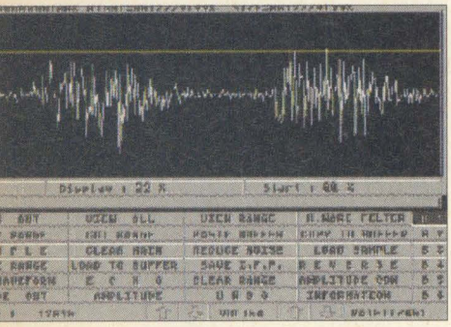
cont. from p26

paste the sample data from one buffer to another.

If you have a sound sampler, you can also use *Sound Studio* to record new samples. These will only be in mono, however, as the program (in line with most samplers) isn't capable of sampling from stereo inputs.

Once you've got the sample you want, you can then save it as an 8SVX IFF sound file or as straight binary information, which is sometimes useful as various sound packages treat samples in different ways.



***Sound Studio* is a powerful sample-editing tool that gives you all sorts of different options**

Very handy and easy to use. If you're interested in manipulating samples then *Sound Studio* could well be music to your ears.

AMIGA 84%

PC Prompt (Shareware)

PC • 128K • All display modes
Disk 804 • Testware, 46 The Avenue, Harrogate, North Yorkshire HG1 4QD
☎ 0423 880471

Another program designed to make using MS-DOS more accessible, *PC Prompt* doesn't follow the well-trodden path of providing a menu-type screen, but rather offers help on the DOS commands themselves right at the command line.

```
CK      EXE     4096   11-10-89   4:20p
URS     EXE     2144   11-06-89   6:00p
ND      SCR     4000   11-06-89   4:26p
OICE    COM      256    4-13-87   5:23p
NFO     SCR     4000   11-06-89   4:12p
ROGRAM  SCR     4000   11-06-89   4:07p
EST     SCR     4000   11-07-89  11:16a
SP      COM     5440    3-05-89   7:48p
LP      DOC    22357    5-16-86   9:10p
LP      EXE    15872    5-16-86   9:11p
LP      INV     2382    5-16-86   9:07p
LPCMDF  NCP      334    4-04-86   2:22a
LPCMDP  NCP      334    4-04-86   2:28a
LPF     CMP    19185    4-04-86   2:24a
LPP     CMP      844    4-04-86   2:28a
LPPOPF  CMP      970    4-04-86   2:22a
LPPOPP  CMP     1122    4-04-86   2:28a
LPTABF  NCP     1163   11-06-85   1:05a
LPTABP  NCP      272   10-15-85  10:45p
ST      COM     4224   10-02-85  10:07a
STWARE  BAT     2668   11-07-89  11:14a
       22 File(s)     251904 bytes free
dir
R [d:][path][filename[.ext]][/P][/W]
```

***PC Prompt* displays the options of your DOS commands at the bottom of the screen**

When it is run, *PC Prompt* plants itself in RAM, ready to be accessed at the press of the F10 key. Once it is put into action, the program places a bar at the bottom of the screen. When you type in any command, *PC Prompt* displays the options for that command. So, for example, if you input the DIR command, *PC Prompt* will display:

```
DIR [D:] [PATH]
[FILENAME[.EXT] [-P] [-W]
```

This is very handy if you're not totally familiar with DOS or you want to learn how to use the operating system from scratch. *PC Prompt* is thus useful and educational, and shows that programs needn't have bells and whistles to be winners.

PC 78%

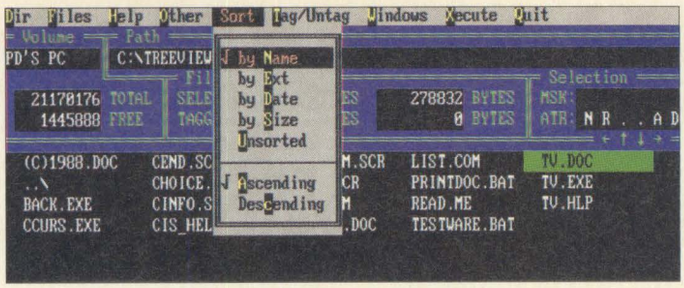
Treeview (Shareware)

PC • 128K • All display modes
Disk 807 • Testware, 46 The Avenue, Harrogate, North Yorkshire HG1 4QD
☎ 0423 880471

Treeview is, I'm afraid, yet another entry to that amazingly cluttered minefield of DOS front-end programs.

The program basically follows the path of some similar tools, but adds a couple of extra useful functions. For a start *Treeview* supports between one and six windows, which means you can view a different directory in each window. This is especially handy if you're trying to copy files and need to sort out where to save them on your hard drive.

Treeview also lets you show all of the files on a hard drive at once and then treat them as if they were in a single, albeit very large, directory. The result: no more mucking around with endless directories and sub-directories. And because you can run programs from *Treeview*, this feature is particularly useful.



While it may be yet another DOS front-end, *Treeview* distinguishes itself from the rest of the bunch by offering handy directory sorting and viewing features

All the other standard DOS functions can be performed by the program, including mundane but essential operations such as copying, renaming, moving, viewing and deleting files.

These functions are all accessed using straightforward keyboard commands which, once learned, speed up your program no end, and consequently making your PC more of a pleasure to use.

Overall the program isn't as friendly or as functional as some of the other similar programs that are doing the rounds. But it does a couple of features the others don't have, making it worth seeking out.

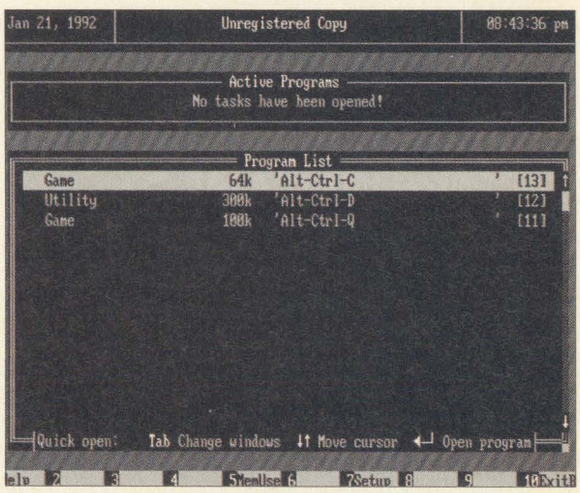
PC 71%

Back & Forth (Shareware)

PC • 256K • All display modes
Disk 834A, 834B • Testware, 46 The Avenue, Harrogate, North Yorkshire HG1 4QD
☎ 0423 880471

Unlike the Amiga, the PC doesn't feature multi-tasking as standard. Basically, multi-tasking is the ability of a computer to run more than one program at once and be able to switch between these programs at the press of a key or two.

Back & Forth is a program that goes some way to providing multi-tasking on the PC. The way the program works is that it manages the way that the memory of your computer is used, allocating user-defined amounts of memory to specific programs. From there, the user defines 'hot keys' which, when they are activated, can load a program from a selected device and directory path.


Jan 21, 1992
Unregistered Copy
08:43:36 pm
Active Programs
No tasks have been opened!
Program List
Game 64k 'Alt-Ctrl-C [13]
Utility 300k 'Alt-Ctrl-D [12]
Game 100k 'Alt-Ctrl-Q [11]
Quick open: Tab Change windows ↓↑ Move cursor ↵ Open program
elp 2 3 4 5Resize 6 7Setup 8 9 10Exit

By using *Back & Forth* your PC can run and switch between programs at the press of a user-defined hot key, only limited by the amount of memory

In practice this all works reasonably well, but it does depend on the programs that you try to run using *Back & Forth* and, most importantly, it depends on the amount of memory that your PC has. In theory the program can handle up to 20 programs at once, but this this amount decreases if you don't have sufficient memory. That said, if you have a lot of RAM then you're laughing.

Thankfully, *Back & Forth* can make use of EMS expanded memory, the result being that it takes up negligible amounts of the PC's main memory – less than 1K if loaded using the Himem loader. If there is no expanded memory, then *Back & Forth* takes up between 17K and 23K.

The program is reasonably easy to set-up once you understand how the program works, and the documentation that comes on the disk is quite thorough.

If you want to be able to run multiple programs and you have the hardware to manage it, then *Back & Forth* is an easy way to get into multi-tasking computing.

PC 85%

cont. p

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Fontastic - fancy fonts with font designer.
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LQ V2 - memory resident print enhancement, works alongside your word-processor.
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MultiWord - electronic thesaurus, which can operate as a standalone program, or as TSR.
B-Edit. fully functioned text editor with large characters, suitable for vision-impaired users, includes 50 Wordstar commands and 60,000 word dictionary
PC Outline - memory resident thoughts organiser. Up to 9 outlines on-screen with re-sizable windows.
PC Type 4 (4 disks) - latest version of Buttonware favourite can now work on up to 10 files, with boxes, lines and calculations. Hard disk req.
PC Write - can display mathematical foreign characters, split-screen editing. Uses ASCII files, max 64K.

DATABASE MANAGEMENT

Card Index - simple filing system. Can print out 3 x 5 cards.
Catalist (2 disks) - powerful mailing list manager. Over 32,000 names and addresses per list, duplication detection, post code formatting for over 100 countries, merge split, output on labels up to 8 wide. Rolodex cards. Hard disk req.
DBase III+? (2 disks) - well, not quite, but Wampum reads Dbase files, does reports, supports networking and more. Requires hard disk.
HyperShell - (3 disks) - multi-file Hypertext reference system, help system and menuing system. Has intelligent text file viewer, directory browser file manager and applications user interface prototyping with pop-up menus etc.
PC File V (3 disks) - Latest version of Buttonware's popular database system. Many powerful features but friendly and easy to use, replaces PC File + and PC File:dB. Hard disk required.
Speciality Database Software - store up to 1,000,000 records with sort search and report, 1 disk each subject (available separately): Record Collectors, Book Minders, Photographers, Antiques, Coins, Comics, Films / Videos, Home Inventory/ Insurance, Memorabilia, Stamps (Homecraft)
SR-Info (2 disks) - dBase compatible database system with programming language, WYSISYG screen designs, 6 datafiles open simultaneously, 65,000 records per file, versatile report writer (hard disk req. - Sub Rosa)

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Lotus 123 Worksheets (3 disks) - includes financial analysis, import utils, linear stats, biorhythms, travel business expenses, flowchart symbols, stock portfolio analysis, rental property analysis.
Lotus 123 Tutorial - covers menus, printing and databases (release 2 ONLY).
PC Calc + V2 (3 disks) - new features, more powerful, still integrates with PC File + & PC Type +, extensive manual. Hard disk required.
Pivot - high quality Epson printed output "addin" for As Easy As, with portrait or landscape, 6 NLQ Fonts, complete page layout control etc (Trius).
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GAMES/TRIVIA

Airstrike - fighter aircraft shoot-em-up with vector graphics, mach speed, night and daytime missions (CGA and joystick req.) (Rufus).
Arcade Games (4 disks) - includes Bugs!, JumpJoe, Datnoids, Nuclear Attack Simulation, 3-Demon, Kong, Bricks, Pyramid, Pitfall, PC-Golf.
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Bermuda Triangle - sailing quest (EGA ONLY).
Blackjack! - accurate simulation.
Casino Games - includes Bridge, Othello, Roulette.
Castle - Popular adventure.
Cave Quest - fantasy role-playing game.

EGA Wheel/VGA Wheel - like popular wheel of fortune game, please state VGA or EGA

Football Forecast - Pools prediction system has support for 214 teams in English & Scottish leagues showing form, predictions and permutations.
Ford Simulator II (2 disks) - 16 models, 4 events including Grand Prix, also buyers guide and ordering information.
Grand Prix - from authors of Popstar/ Soccer Game etc.
Hack - adventure. DND style
Games 15 - Star Wars, Sea Wolf, Frogger etc
Games 16 - Soviets, Bricks, FLIGHTMARE.
Games 17 - Pac Man, Poker, Castle, Invaders etc.
Get Lucky! - adult games.
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Monopoly/Tune Trivia - US version of famous board game. Tune Trivia like 'Name That Tune'.
PC Chess - play the computer or a friend, save load etc.
Pharoah's Tomb - archaelogical arcade action.
Pinball Rally - three versions of popular game.
Scrabble - computer version of popular board game.
Sea Battle - naval game spanning World War I & World War II. No save or load in this version (Rooney).
Starlord - high adventure in a distant galaxy
The Popstar - cope with pressures of sex, drugs and rock 'n' roll as you tour the world
Sleuth - murder adventure
Spacewar - shoot 'em up with good graphics.
Soccer - yes! manage one of several teams and steer them towards glory.
Super Power - Six-a-game of superpower economics, trade and military conflict.
Trivia (3 disks) - The Trivia Machine has several categories and levels.
Willy The Worm - ladders, rolling barrels etc.

BUSINESS/VERTICAL

Easy Project - up to 2000 tasks, Gantt charts, automatic schedule generation, instant reports, dBase file compatibility (Parcell).
Forms Creation - design, save forms, save forms with data, printout. EZ Forms Exec.
Estate Agents System - storage and retrieval of information about properties, pending and closed sales, plus agents' details and helpful reports.
Estibid (5 disks) - contractors estimating/ costing analysis includes sub-contractors, materials, transport costs etc.
Marketeer - Sales prospecting system and contacts manager with built in WP, fast data entry, phone call history, appointments, mailshot etc (Sterling).
Invoice and Statements - Simple to use, customer database, single or period invoices, auto-numbering, account summary with aged debt/VAT (Software Foundation Ltd). (Hard disk required).
Job Cost (2 disks) - simple to use, powerful, cost monitoring system, with transactions, reports and utils (hard disk req. - Micro Data Assist).
Leadmaster - Sales program which tracks customers, prospective customers, and has progress file, re-contacts, standard letters etc.
Make My Day - new version of this Time Management system, Appointment Calendar, Job Schedular, Time Log and Expense Account Manager.
PDS* Quote - Quotation system, now includes context - sensitive help, pop-up calendar, pop-up calculator, import data etc. (Pro Dev Software).
Quickbid - Estimating package for Electricians, Plumbers, Builders.
Salesman - sales management which includes Clients, Product analysis, Note Pad and Appointments Diary. (Hard disk req.)
Superstock Stock control including suppliers, movements, P/Orders, stocktake, usage, backup, enquiries etc (McNab)
Service Plus (2 disks) - Maintenance and Service, Call Tracking, suitable for electrical, plumbing, heating services etc.
The Controller (2 disks) - powerful project organiser. (Hard disk required).

Ultimate Sales Program (2 disks) - fully integrated Sales, Invoicing, retail price list system with period statements and invoices (Ebrell)

ACCOUNTS/FINANCE

Billing/Invoicing System (2 disks) - itemised invoices/bills with balance forward, finance charges, subtotals, balance due, also reports.
Cashbook (3 disks) - 5 bank accounts, 5 cash accounts payments/receipts posting, 100 nominal accts/VAT codes, VAT summaries (Freeway UK).
Simple Accounts - includes sales, purchase, and nominal ledgers, cashbooks and bank reconciliation, VAT etc (Noyes).
Corporate Financial Analyst (2 disks) - company accounts analysis and planning, needs no modelling or spreadsheet experience, (Computer Financial Models UK).
Home Accounts - features checking, savings, credit cards and loan accounts with bill payments, calculator & calendar (FGS).
Home Finance Manager - Keep a record of Bank/Building Society accounts with monthly balances and details of standing orders also loan calculator with repayments/interest (Blackwood Software - UK)
Ledgermaster - (4 disks). Combines features of both previous popular packages, Accounts and Accounts Plus into one, includes both Nominal and Analysis options. (Freeway UK)
Page Financial Controller (2 disks) - shareware clone of the similarly named package. Includes sales ledger & statements, invoicing with discounts, purchase ledger with remittances, nominal ledger, cashbook & VAT. Stock/order processing & job costing, network ready (Page Consultants UK). Hard disk required.
Payroll (3 disks) - latest legislation, (Freeway UK).

GRAPHICS

Altamira - design posters, cards, logos, garden floor plans.
Clip Art 1 (3 disks) - approx. 120 trade logos/computer motifs for use with Timeworks Ventura.
Clip Art 2 (3 disks) - approx. 200 images including Dollar, Dwarf, IBM, Piano, Scissors etc. for use with Timeworks/Ventura.
Dancad (5 disks) - from simple letterheads to complex 3D cog-wheels with animation & rotation, now has support for post-script laser printers (hard disk req).
DROEGE (2 disks) - Printed Circuit Board Design.
Draft Choice - one of the easier to use CAD systems which includes drop-down menus, on-line help, drawing, editing, viewing, measurement/query options plus more from the authors of As Easy As (Trius)
Express Graph - 3D bar charts, pie charts, line graphs etc. from entered or imported data.
Finger Paint - paint program with Mac-like screen
Gem Drawings/Paintings - Fun collection of images including Dinosaur, Ghost Busters Logo, Star Ship Enterprise etc.
NorthCad 3D (formerly Quest 3D) - is a new version of this wire frame modelling system with view, zoom etc, now support CGA, EGA and VGA!
PC Key Draw (4 disks) - latest version of popular CAD package now includes library disk, tutorial, and manual disks with superb demo and utility to convert graphics to IMG format for DTP.
Quickroute - multi-layer PCB design with autorouter, zoom, pan redraw, menus, windows (Frost).
Slide Presentation - use camera to take snapshots of screen, then display as at a slide-show, ideal for training, demonstrations etc.
Smart Art (2 disks) - clip art collection in ".IMG" format including Animals, Insects, Reptiles, People, Vehicles, Business etc. (Bennett).

EDUCATIONAL/STATISTICS

Amy's First Primer (ages 4-8) - new compiled version, is a collection of fun games for young children that help them with skills like counting, letter recognition, simple problem solving, pattern recognition and keyboard use.
Arcus Professional (4 disks) - Statistical package including Student's T-Test, F-Test, Z-Test, also linear, geometric & exponential regression analysis, Chi/Fishers/Irwins etc. (Buchan)
Childrens Games (ages 4-8) - hangman, alphabet, animals etc.
Eclipse - word and grammer game like hangman except guess words from document rather than letters from a word (J Higgins)
Flash Cards (4 disks) - 7,500 word vocabulary builder and spelling teacher (Advanced)
French Tutor - 1,648 French/English word combinations, 3,200 verb conjugations and 196 French/English phrase combinations.
Funnels & Buckets - Simple arithmetic tuition with arcade type action.
Fun with Designs - creative drawing program for young children. (Wescott)
Fun with Letters & Words - Educational games for the very young. (Wescott)
GCSE Physics / Computer Science / Mathematics (3 disks available separately) - exam revision.
German Tutor - 1,600 German/English word combinations, 3,875 verb conjugations and 160 German/English phrase combinations.
IQ Builder - intelligence testing.
Italian Tutor - 816 Italian/English word combinations, 1500 verb conjugations and 114 Italian/English phrase combinations.
Lisa's Adding & Quiz Machine - quiz generator and practice program for addition, subtraction.
Maths/Statistics - 26 maths routines including prime factors, vector analysis, linear interpolation, gaussian quadrature etc., plus 18 stats calculations including Mann-Whitney, Chi-square, students, T-test, multiple linear regression etc.
Memory Master - Improve memory powers with these techniques.
PC CAI - a computer assisted learning language that allows you to write tutorials, tests, rolling demos, etc.
PC Learning Games (4 disks) - series of programs for 2-8 year olds includes simple arithmetic, word & letter recognition, basic keyboard skills, colours & shapes (Protean)
PC Prompt - pop-up help with DOS commands/syntax.
Play 'n' Learn (ages 2-4) - for the very young, alphabet recognition, computer reaction etc, including Amandas Letter Lotto.
Spanish Tutor - 1,550 Spanish/English word combinations, 3,596 verb conjugations and 150 Spanish/English phrase combinations.
Tutor - introductions to computers, binary numbers and the CPU, input/output devices, Disk Operating System, subdirectory structures, batch files etc.
Whiz Quiz - arithmetic/elementary mathematics, self grading according to age of user.
Word Gallery - Flashcards with matching, missing letters, spelling, word guessing (EGA/VGA - Kinderware).
World Atlas - produces views and maps for areas around a chosen point, allowing selection of resolution size etc.

LANGUAGES/PROGRAMMING

A86/D86 - probably the best 8086 assembler/disassembler around.
Basic Aids (4 disks) - G.W. basic.
B-Window/C-Window - windowing utils for Basic & C.
C Tutorial - for beginners to advanced.
C Spot Run (2 disks) - window and menu utils for C programmers.
Hyperpad (5 disks) - similar to the Apple Mac's Hypercard, an object-oriented application development system, complete with more than two dozen personal applications (hard disk req. - Brightbill - Roberts)
Logo - Jem version of turtle-based graphics language, popular with children.
Modula 2 Compiler (3 disks) - new version (2.0A) of this flexible but very powerful programming language.
Modula 2 Tutorial (2 disks) - companion to the above.
MVP Forth (2 disks) - full implementation.
Pascal - three compilers on one disk, Tiny, Facillis & Visible.
Prolog - ADA implementation of 5th generation AI language.
Quickbasic - tools and utils.
SDA (2 disks) - design screens for data input (Basic).
Turbo C Tutor (2 disks)
Turbo Pascal Tutor (2 disks)
Tutbo Pascal Library (12 disks) - routines, programs, utils, statistics, sprites, animation, tools and much more.

UTILITIES

Ample Notice - appointments calendar, pop-up alarm clock, sideways addressing util for envelopes, can use data directly from the screen.

Automenu - popular front end allowing multiple levels of menu, password, uses minimum memory, network support etc. Magee.

Label Maker/News Editor - design labels and include graphics from NewsMaster graphics editor (Desai UK).
Professional Masterkey - disk utils like Nortons including file recovery, unerase etc.
Ram Test - chip diagnostics.
SimCGA - colour graphics simulator for Hercules cards, runs most CGA software.
Sydex Utilities (2 disks) - including Anadisk for analysing whats REALLY! on a disk, Teledisk which can make an image of a complete disk with sub-directories etc (even some protected disks) which you can then download or upload with the help of a modem, and utils and emulator to handle over 100 CP/M formats on your PC.
Vmix (2 disks) - multi-user operating system along the lines of unix, adjusts itself to 8088 or 80286.
Zapcode - (optionally) Memory resident printer control utility to select fonts, margins etc for use with dot-matrix, laser, inkjet etc (Morton Utilities)

SPECIAL INTEREST

Astrology/Horoscopes - birth signs, zodiacs etc.
Bible (7 disks) - includes Samfindex to allow quick search and retrieval of words, phrases etc (Bayliss UK). Hard disk required

Crystal Ball - a computerized "psychic" makes predictions and answers (R.K. West)

ESIE - configurable expert system including example which works out childs illness from questions and answers.

Fortune Teller - divination system including One Card Fortune, Three Card, Detailed Card Layout, Quick Numerology, Dice etc (R.K. West)

Genealogy - EZ tree traces and plots your ancestral roots.
Handwriting Analyst - personality analyses system of graphology, often used when evaluating job candidates (Careersoft)
Handwriting/Numerology - Handwriting and numbers analysis for those who can feel the 'Vibrations'. Also includes Biorhythms.
Personal Tarot - enjoy professional quality Tarot card readings on your PC, easy to use, flexible, customizable with professional looking reports.
Pianoman - play, enter and save tunes, also construct stand alone tunes.
Procon Fortune - analysis of personality according to both Western & Eastern astrology. Also compatability ratings, etc.
The Diet Disk - has several calculations for average weight loss, calories needed etc and shopping list showing calories.

COMMUNICATIONS

Fido - very popular bulletin board system with E-mail facilities and network capabilities, several in use throughout UK/Europe/USA.
Kermit (2 disks) - file transfer between mainframes/PC's, many non-IBM machines catered for.
PC VT - DEC VT 102/100/52 terminal emulation with file transfer.
Odyssey - powerful but flexible package with many extras.
Wildcat (2 disks) - new bulletin board system which is easy to set up but very impressive.

SOFTWARE

PC File V	£89.00
As Easy As	£45.00
Automenu	£55.00
Page Financial Controller	£125.00
PC Outline	£59.00
Power Menu	£59.00
Freeway Cashbook V4	£49.95
Freeway Ledgermaster	£49.95
Freeway Payroll	£49.95
Ample Notice	£25.00
DR Dos V5	*ONLY* £49.95

Tec-Mouse - Microsoft compatible Serial Mouse with up to 1200 dpi resolution, mouse pad, pocket, pop-up menu compiler and library; Professional Paint software ..... *ONLY* £29.95

All prices exclude carriage and VAT

MISCELLANEOUS

Disk Copy Service - over 300 formats of floppy, tel for details.
Disk Duplication - we can provide small to medium sized jobs (ie 100-10,000) for as little as 20p inc. media - 5.25" and 45p inc. media - 3.5", many formats available. Call for quote (prices exc. carriage/VAT)
Library Additions - if you have written a shareware program and would like us to distribute it, please forward a copy with description for consideration.
Support - We will be pleased to help you to load and run all the programs we distribute, but we cannot give support, or written documentation/manuals etc for un-registered shareware, as this would be a breach of the author's copyright.

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We have one of the most comprehensive libraries of Public Domain software and Shareware, for IBM PC's, Amstrad PC's and compatibles, in Europe. All programs are guaranteed to run on 100% compatibles or we make a full refund. Shareware programs are supplied on a trial basis on the understanding that if you intend to continue to use them, you must register with the author. We now act as agents for many authors, worldwide, and may be able to register on your behalf. Please ask for details.

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cont. from p28

Exile Fonts Disk (PD)

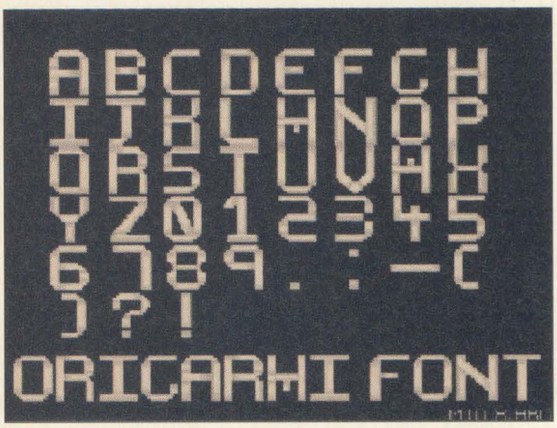
Amiga • 512K • Disk 1476
17 Bit Software, PO Box 97, Wakefield WF1 1XX
☎ 0924 366982

One of the most time-consuming tasks of drawing graphics, particularly ones destined for inclusion in flashy programs like demos, is creating the fonts. Each character has to be edited individually, and while there are short-cuts to designing a functional character set, impressive fonts take a while to do properly.

If you're lacking in creative aspirations, then you could do much worse then look at this collection of fonts, if not to use them outright, then at least to 'borrow' some of the many different ideas used in their design.

All of the fonts come in the form of IFF screens, usually drawn in 32 colours. There is a display program on the disk that shows each font sequentially, but to use them properly requires a paint package and, if you want to incorporate them into your demos, then you'll need to use a graphics conversion program to convert the IFF data into binary form. There are numerous programs to do this available in the public domain.

In the mean-time, though, if you're interested in seeing what's involved in creating fonts or you'd like some inspiration, this is a collection worthy of your attention.



This is one of the many fonts contained on the *Exile Fonts Disk*, which shows what's involved in creating these custom characters

AMIGA **74%**

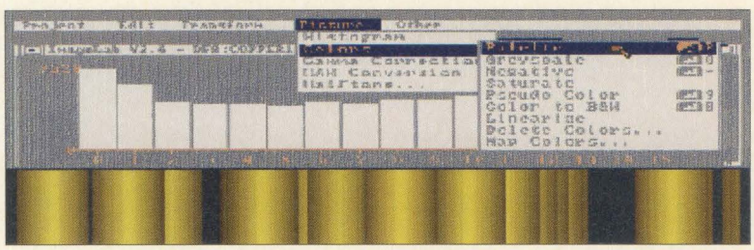
ImageLab (Shareware)

Amiga • 512K • Ed Lib •
Scotland Farm, Stockwood Road, Brislington, Bristol BS4 5LU

Once you've drawn a picture in a paint package, sometimes it's not *quite* right. You know the sort of thing: a colour could be a couple of shades out from what you want or you need to manipulate the image in some way.

Well, if you are seeking a tool that will perform such a job then you should check out *ImageLab*; it does all this and a lot more besides. This tool has been designed to edit the characteristics of IFF images, from simple colour-related adjustments to transforming pictures using complex transformation algorithms.

Because these calculations require a lot of processor power, at least if they are going to work at more than a snail's pace, *ImageLab* makes use of the blitter chip to make the results of the operation appear on-screen as soon as possible. Even so, sometimes images take quite some considerable time to be redrawn, and if you find yourself getting bored then you can break out of the operation using the ESC key – a feature that is often



With your image in the bottom half of the screen and *ImageLab* above, the program lets you manipulate images in a number of ways, including editing its colours

Files here, files there, files everywhere, but where's the one you want? Organise yo

STD Cat (PD)

ST • 512K • Disk CH001/U
Captain Hack's PD, 19 Latimer Drive, Laindon, Essex SS15 4AD
☎ 0268 416888

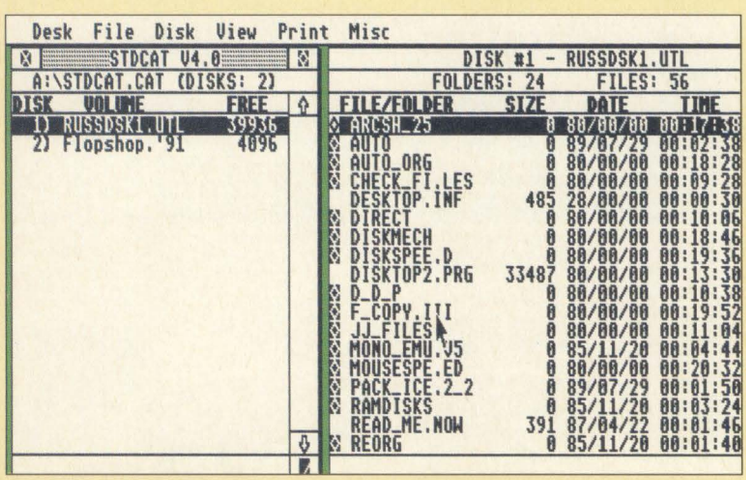
With PD disks being as inexpensive as they are, and because they contain so many different files, before long you start to build up a large collection of programs and disks. Often, when you're searching for a file, you're able to work out which disk it's on simply by reading the disk's label, but when you have disks containing heaps of programs then things tend to become muddled.

STD Cat has been designed to help you organise your disk collection, and it does a good job of it. Using the program to arrange a catalogue is easy – just pop in your disk, let the program read the directory, and then it displays the contents of the disk on-screen. Repeat this for each disk in your collection, and soon you'll have a comprehensive listing of all your programs.

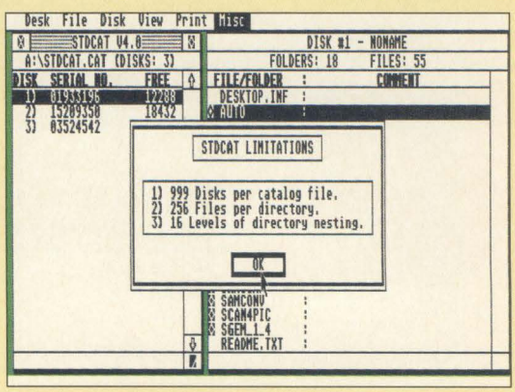
Once listed the programs can then be sorted according to their filename, the date they were created, their file size, or what type of programs they are.

This information can then be saved to disk and/or printed out and you can also add more disks to it at a later date. To make things even clearer you can add your own comments to the listings, explaining what the file does – especially useful if you have a lot of programs with a similar name.

Make a listing of your disk collection before it's too late!



***STD Cat* lets you organise your disk collection easily, displaying the name of the disk being catalogued on the left half of the screen, and sorting the files on the right**



***STD Cat* does have its limitations – you can only store 999 disks per catalogue file and 256 files per directory... Hmmm...**

ST **73%**

Disk Directory Printer (PD)

ST • 512K • Disk CH001/U
Captain Hack's PD, 19 Latimer Drive, Laindon, Essex SS15 4AD
☎ 0268 416888

Not really a disk cataloguing program, *Disk Directory Printer*'s purpose in life is to provide

forgotten in many other programs of this type.

As far as these transformations are concerned, they range from being able to smooth or sharpen the pixelisation of an image, to generating outline tracings of an image using Sobel and Roberts calculation methods.

There are numerous other features; too many, in fact, to list here. A couple of the more useful ones are its ability generate a histogram display which counts the number of each pixel value – that is, the pixel colour and its intensity – in the whole image or a selected area of it. It then displays these totals as a graph, giving you the option of being able to equalise the values in order to adjust them all to a more uniform level.

There is also a function that enables you to adjust the colours of an image, using the traditional RGB (Red, Green, Blue) palette slider controls, plus you can flip and invert the image should you want to. These are functions found in most paint packages but which are nevertheless essential to have.

ImageLab is a rather complex program and it takes a while to learn how to use its more advanced features. But if you want to manipulate your IFF images in weird and wacky ways, it's virtually in a class of its own.

AMIGA **87%**

The Duplicator (PD)

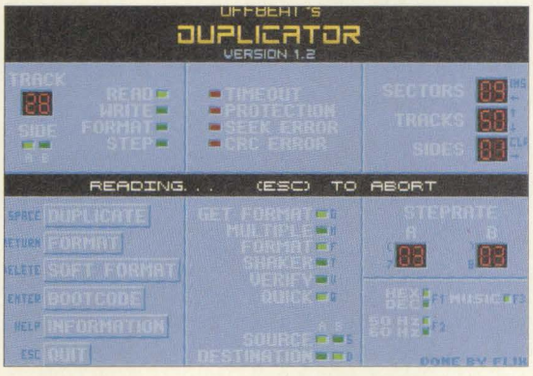
ST • 512K • Disk 971ST
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN
☎ 0734 452416

The Duplicator, as its name so cunningly suggests, is a copying program. It is an image copier – that is, it copies complete disks regardless of the files on them – and has been designed to make this operation as fast and painless a process as possible.

All of the program's functions are accessed from a single, clearly laid-out display screen. Each function is controlled from the keyboard, so, for example, to set the program's verify mode you simply press 'V'.

As part of *The Duplicator*'s copying process, it also formats the destination disk it is copying to as it goes. More than one copy can be made of a disk which is especially handy if, say, you run a PD library or a user group and you have to copy a lot of disks.

While it is copying disks the program keeps you clearly informed of what it's up to – which track it is copying, whether the program is reading from or writing to a disk, all that sort of stuff.



An attractive and well laid-out screen helps to make *The Duplicator* easy to use. Not only that, it works well too!

There are also a couple of other handy disk-related functions featured in the program. For one, the computer can soft format disks. This means that if a disk has already been formatted on the ST then this option will simply clear the disk rather then go through the lengthy process of re-formatting each track all over again. *The Duplicator* is also capable of putting a special bootblock on disks so that you can tell if they have been infected by a virus.

Putting these options aside, *The Duplicator* is, most importantly, fast and reliable – everything you could ever possibly want from this type of program, in fact.

ST **85%**

Printer Dolly (Shareware)

PC • 128K • All display modes
Disk 4254 • Softcell Services Shareware, 25 Maywood, Brynna, Pontyclun CF7 9PZ
☎ 0443 238630

It's a rare occurrence when a program comes along that fills a gap in the market that you never even realised was there. Well, *Printer Dolly* is just one of those programs.

What this piece of innovative software does is act as a printer control program, no matter what application is being is being run.

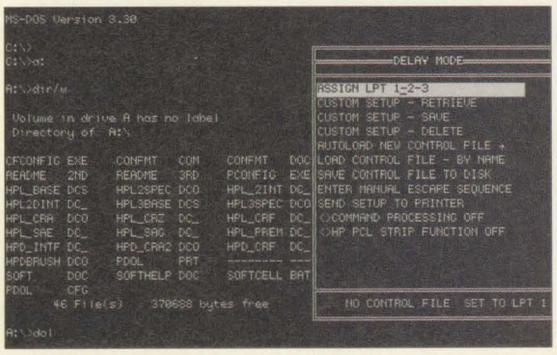
Applications such as word processors give you a lot of control over your printer, but when it comes to databases, text editors and the like, they usually don't offer anywhere near the same flexibility. If you want to do anything you have to enter all sorts of printer escape control sequences to perform even the most simple of printing functions. Now there is hope!

Printer Dolly gives you control of a printer, regardless of the application of you are using, and you can set up characteristics of your printed page, such as fonts and styles, ignoring the limitations of the program that is running.

Currently *Printer Dolly* comes with driver settings for the Hewlett Packard Deskjet and Laserjet printers, the Epson LQ series and the Canon BJ10e bubble jet printers. The configuration file that comes with *Printer Dolly* enables you to configure the program for a specific printer, as well as letting you set up what colours the program should display when accessed and what key combination you should use to start it up.

If you get frustrated at how little control you have over your

cont. on p32


DELAY MODE
ASSIGN LPT 1-2-3
CUSTOM SETUP - RETRIEVE
CUSTOM SETUP - SAVE
CUSTOM SETUP - DELETE
AUTOLOAD NEW CONTROL FILE +
LOAD CONTROL FILE - BY NAME
SAVE CONTROL FILE TO DISK
ENTER MANUAL ESCAPE SEQUENCE
SEND SETUP TO PRINTER
◇COMMAND PROCESSING OFF
◇HP PCL STRIP FUNCTION OFF
NO CONTROL FILE SET TO LPT 1

***Printer Dolly* lets you configure your printer's output regardless of the printing abilities of the application you are running**

lf with a disk cataloguing program

comprehensive listings of the directories and contents of your disks.

It can output this list to your computer screen or, perhaps more usefully, to a printer. The listing contains a lot of information about the files, including their name, their file length and the date and time they were created.

The number of files in each folder are also listed, and *Disk Directory Printer* clearly explains where they are found on the disk as well as what disk the files are on. In total the program supports up to 12,000 entries so you'll have to have quite a few disks if you want to push it to its limits...

A simple program with no pretensions of being anything more than that, *Disk Directory Printer* does what it is supposed to do even though it is a bit limited overall.

ST **63%**

```
-------------------------------------------------------------------
Directory : A:\STEREZ\
MEDREZ.DOC        933       11/20/1985 00:05:46  Archived
1 file.
-------------------------------------------------------------------
Directory : A:\STEREZ\AUTO\
MEDREZ.PRG        820       11/20/1985 00:05:38  Archived
1 file.
-------------------------------------------------------------------
Directory : A:\AUTO\
STE_MED.PRG       1955      02/01/1991 17:36:10  Archived
1 file.
-------------------------------------------------------------------
Total files : 56
Total directories : 24
-------------------------------------------------------------------
                John Naylon's advanced disk directory printer.
Press a key...
```

While it may not look that much on-screen, *Disk Directory Printer* is a handy thing to have around if you have piles and piles of disorganised disks on your desk

cont. from p31

printer at times, then this is the program you've been waiting for.

PC 83%

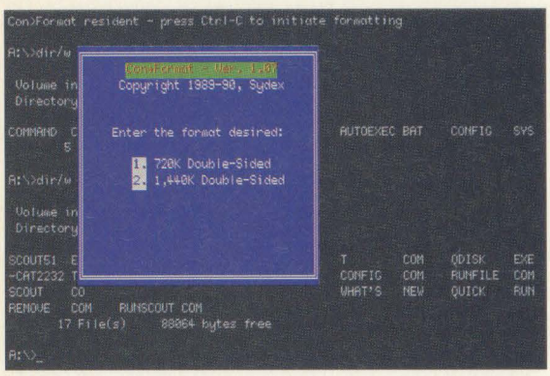
Con>Format (Shareware)

PC • 512K • All display modes
Disk 2654 • PDSL, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL ☎ 0892 663298

One problem about formatting disks is that it takes up valuable time; time that could otherwise be spent doing something more useful. Formatting a disk occupies your PC's full attention, so that you can't get on with a bit of word processing or alien-blasting while the darned thing slowly chugs await writing and checking sectors. It's all a bit tedious.

Wouldn't it be handy if you could format disks but still keep using another program, such as, for example, a word processor? Just think: an instant increase in your productivity!

Con>Format is a 'concurrent formatter', to quote the description of the program's author. It lets you format disks while you run other programs on your PC. In fact, the program is yet another TSR (Terminate and Stay Resident) tool which can be brought into action at the press of a key while staying in memory the rest of the time. It supports both 3.5- and 5.25-inch disks and all the major PC disk formats: 180K, 360K, 720K, 1.2Mb and 1.44Mb, depending on the type of disk drives your computer has.

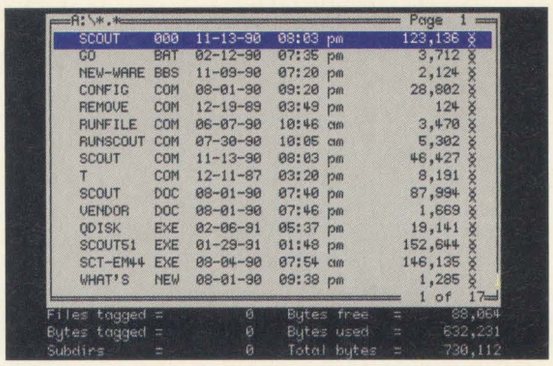

Con>Format resident - press Ctrl-C to initiate formatting
Copyright 1989-90, Sydex
Enter the format desired:
1. 720K Double-Sided
2. 1,440K Double-Sided
17 File(s) 88064 bytes free

One of the many TSR programs reviewed this month, *Con>Format* lets you format floppy disks while your PC runs other programs

When the program is in the process of formatting a disk it temporarily stops other programs from accessing the disk drive until the formatting operation is complete. If a disk is being formatted with *Con>Format* and you want to access the drive from within an application, a message will come up telling you what is going on, making the computer wait until the formatting is finished before letting it access the disk drive again.

After you have used *Con>Format* for a while you'll find it indispensable. The freedom to work while a disk is formatting is such a godsend that for the impatient among you life without it would seem intolerable.

PC 77%



Do a good deed for your PC by having a look at *Scout* – it's got over a dozen useful features that make it almost essential for your collection

Scout (Shareware)

PC • Disk 2232 • The Public Domain Software Library, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL ☎ 0892 663298

While the PC doesn't have built-in multitasking like the Amiga, it does have the ability to store TSR (Terminate and Stay Resident) programs in memory. What makes these programs so special is that they can stay in memory, enabling you to run other programs, but at the same time letting you return to the TSR by simply pressing a key or two.

Scout is one such TSR utility that is positively packed with over a dozen useful tools and applications. Some of its functions include being able to:

- Format disks
- Copy, delete and perform other file-related functions
- Execute and run programs
- Display the contents of ZIP and LHARC archived files
- Print directory listings and file tree diagrams
- View a calendar
- Search for files and sort them

Simply pressing ALT and F10 brings *Scout* into action, enabling you to access the program's considerable features. The fact that this key combination can be re-defined illustrates its ability to be customised, as a number of other functions can also be adapted.

Besides being convenient because of its TSR status *Scout*'s features make it more useful than many other non-resident file utilities. These factors combine to make *Scout* a program that will do many good deeds for you.

PC 84%

cont. p3

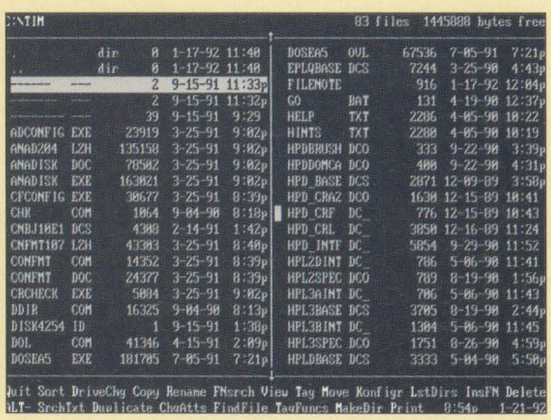
DOS front-end No. 5001 – anything new about this one?

PC Directory (Shareware)

PC • 512K • CGA/EGA/VGA
Disk 2919 • The Public Domain Software Library, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL ☎ 0892 663298

I've said it before and I'll say it again: MS-DOS is not very friendly. There have been a number of programs created to try and provide a more accessible front-end to the operating system – some of which have been reviewed in these hallowed pages before.

PC Directory is yet another attempt, but it differs from most other similar programs by being memory resident. In other words it's a TSR, or Terminate and Stay Resident, programs, meaning that it can be accessed at the press of a key even if you leave the program. It also offers a number of other useful little functions not found elsewhere.


C:\TIM
83 files 1445888 bytes free
Quit Sort DriveChg Copy Rename FNsrch View Tag Move Konfigr LstDirs InsFN Delete
ALT- SrchTxt Duplicate ChAtts FindFile TagFuncs MakeDir Print 8:54p 1-21-92

Organising and sorting your disks is easy with *PC Directory* – you can even add your own comments to remind you what each file does

The most useful of these is a file notes option. Most PC owners, particularly if they have hard drives, accumulate programs at an incredible rate and it's easy to forget or lose track of what a file actually does. By using this file note option you can write a description of up to 160 characters to remind you what the program does. You have to use *PC Directory* to read these notes, but it remains a useful function nevertheless.

You can also sort files according to their name, file extension, the size of the files or the date the file was created. This is handy, for example, if you want to keep back-ups of your data from a hard disk. You could sort the programs according to their date, and then copy the ones that have been created since you last performed a back-up.

As well as these functions, you've got all the common DOS functions such as copy, move, delete and rename, all of which can be performed from a single key-press.

As well as being a TSR, there is also a standard version that will clear itself when you exit from it, rather than waiting to be recalled at the press of a key. This is also handy if you use other TSRs that aren't compatible with *PC Directory* because they use the same memory areas, for example.

PC Directory may be yet another DOS front-end, but its additional features distinguish it from the rest of the bunch.

PC 74%

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❑ **2164 DUNGEON ON NADROJ** This is the best Dungeons & Dragons Public domain type game
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cont. from p32

The best of the rest • The best of the rest • The best of the rest

When it comes to programming tools and utilities you can't beat shareware and the public domain for variety and value for money. We've been impressed by quite a few programs since our first issue, and here's a round-up of the top scorers...

PC

❶ LHA Utilities 2.12 — Issue 2 — 95%

Software Services Shareware, 25 Maywood, Brynna CF7 9PZ

Archiving and dearchiving files has never been easier with this collection of powerful tools, guaranteed to compact large numbers of files into a much smaller single file.

❷ Shareware Selection — Issue 1 — 88%

Benetech Systems, 21 Loughborough Road, Leicester ☎ 0533 611231

A collection of 23 disks containing a variety of programs, including a number of utilities that handle such things as disk copying, a keyboard accelerator plus a few other goodies.

❸ Searchlight — Issue 2 — 88%

Fantasia Shareware, PO Box 1231, Clutton, Bristol ☎ 0761 453716

One of the best bulletin board system (BBS) packages available anywhere, and this cut-down trial version is available as shareware!

❹ Winbatch — Issue1 — 85%

Omicron Systems Ltd, 45 Blenheim Crescent, Leigh-on-Sea, Essex

A utility that enables you to write your own batch files to control Microsoft Windows by using a powerful batch file control language.

Automate your Windows applications using *Winbatch*

❺ ASM 14 & CPU 24 — Issue 1 — 85%

Fantasia Shareware, PO Box 1231, Clutton, Bristol ☎ 0761 453716

These two programs work together to provide an entry level introduction to programming PC programs in assembly, writing the programs with *ASM 14* and then running them within *CPU 24*.

❻ Flexibak Plus — Issue 1 — 82%

Fantasia Shareware, PO Box 1231, Clutton, Bristol ☎ 0761 453716

Backing up your hard drive need not be a chore. *Flexibak Plus* enables you to make regular back-ups of your drive, but only backs up the files that have changed since the previous back-up, reducing the time the process takes.

❼ Wizard, PopUp & RW Menu 2.03 — Issue 2 — 82%

Softcell Services Shareware, 25 Maywood, Brynna, Pontyclun CF7 9PZ

A collection of three different DOS front-end programs that make running programs as simple as pressing a key.

❽ Disktree — Issue 3 — 82%

PSA, Tarnwood, 10 High Street, Tadlow, Near Royston, Herts SG8 0ES ☎ 0767 23302

One of the most powerful DOS front-ends that makes basic and more advanced disk functions easily accessible by displaying file information in the form of a graphical tree.

❾ Big Desk — Issue 1 — 80%

Omicron Systems Ltd, 45 Blenheim Crescent, Leigh-on-Sea, Essex SS9 3DT

Provides an operating area for Windows that is nine times the size of the standard screen, letting you run applications side-by-side instead of on top of each other.

❿ Shareware Windows Pack — Issue 1 — 80%

Benetech Systems, 21 Loughborough Road, Leicester ☎ 0533 611231

On these 15 disks is a wide range of Windows-based programs. Utilities include printer drivers, graphic editors, Desktop Managers and several communication programs.

ST

❶ GFA Basic 2 — Issue 1 — 95%

Riverdene PDL, 30a School Road, Tilehurst, Reading ☎ 0734 452416

Once commercially available, this is a fully working version of the GFA Basic programming language, one of the best versions of BASIC available for the ST.

❷ Empire Soundtracker — Issue 1 — 91%

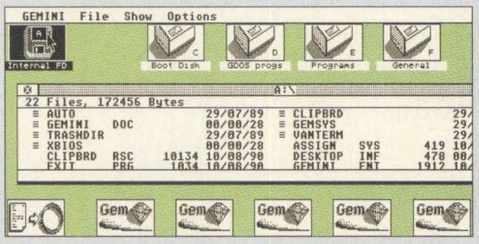
Riverdene PDL, 30a School Road, Tilehurst, Reading ☎ 0734 452416

Now you can create music along the lines of the tunes found in games and demos – this tool enables you to sequence four channels of samples to make the music, even in stereo if you have an STE.

❸ Gemini — Issue 2 — 85%

Arrow PD, 6 Kents Orchard, Perry Street, South Chard, Somerset TA20 2QB

One of the most powerful and attractive desktops for the ST that replaces the normal GEM operating system display and makes the computer more friendly to use.



***Gemini* is a more attractive and functional GEM replacement**

❹ Deskjet Utilities — Issue 1 — 82%

Arrow PD, 6 Kents Orchard, Perry Street, South Chard, Somerset TA20 2QB

If you have a Hewlett Packard Deskjet printer then this is a disk to have – it contains 16 useful tools to use with the peripheral, including an address labeller and a *Degas* screen dump tool.

❺ Double Click Utilities — Issue 3 — 82%

Floppyshop, 45 Provst Graham Avenue, Hazelhead, Aberdeen

A selection of small utilities that do such varied functions as magnify the screen, put the mouse pointer in the centre of the screen and display disk information. Most are unusual and all are handy.

❻ TV Titler 2.0 — Issue 1 — 77%

Caledonia PDL, 250 Oldtown Road, Hilton, Inverness ☎ 0463 225736

This is a demo of a commercial video titling package that manipulates *Degas*-format graphic images, enabling you to create fancy titles for your video recordings.

❼ DIY Projects — Issue 2 — 75%

South West Software Library, PO Box 562, Wimbourne, Dorset

One for those with a soldering iron, this disk provides details of several hardware projects, including making an RS-232 datalink cable and adding a stereo sound capability to your ST.

❽ Cheetah — Issue 3 — 72%

Captain Hack's PD, 10 Latimer Drive, Laindon, Essex ☎ 0268 416888

Copying multiple files has never been easier: *Cheetah* can copy any number of files to another disk or hard disk, as well as several other file-related functions.

❾ Superboot 7.0 — Issue 3 — 71%

Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN

By using this tool you can customise how your disks boot up, so your ST will do such things as display a picture or play a digitised sound when you put the disk in the drive.

❿ Kaosdesk — Issue 3 — 71%

South West Software Library, PO Box 562, Wimbourne, Dorset BH21 2YD

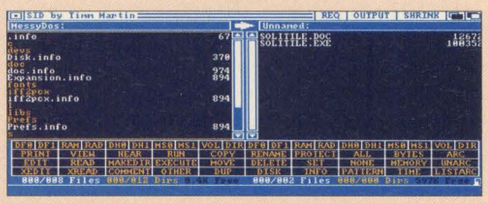
Another replacement desktop, this German program makes your ST's screen considerably easier to use as well as making it look much better.

Amiga

❶ MessySID — Issue 3 — 93%

Strictly PD, 11 York Place, Bristol BS1 5UT

A combination of *SID* and *MessyDOS*, this essential tool not only enables you to transfer files to and from Amiga disks, but to PC disks as well.



***MessySID* lets you transfer files from both Amiga and PC disks**

❷ SID 1.6 — Issue 1 — 92%

George Thompson Services Ltd, Cucumber Hall Farm, Cucumber Lane, Essendon, Herts AL9 6JB ☎ 0707 664654

Of all the utilities available for the Amiga, *SID* is an essential program to have, as it makes all file operations quick and easy to perform.

❸ Super C — Issue 2 — 88%

Essex Computer Systems, Freepost, Basildon, Essex SS16 4BR

CLI utilities galore are to be found on this disk. A large number of tools that do things like displaying IFF images, checking for viruses and speeding up the mouse pointer.

❹ Windows Bench — Issue 3 — 86%

NBS, 1 Chain Lane, Newport, Isle of Wight PO30 5QA ☎ 0983 529594

Not a total replacement for the Amiga's Workbench display, this disk makes it look like Windows on the PC, as well as providing a number of crucial utilities, including *SID*.

❺ DeafLab — Issue 2 — 85%

George Thompson Services Ltd, Cucumber Hall Farm, Cucumber Lane, Essendon, Herts AL9 6JB ☎ 0707 664654

A program for the deaf or hard of hearing, this program enables you to convert text messages to sign language.

❻ ARTM — Issue 1 — 82%

17 Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982

If you want to view the inner workings of the Amiga's Exec system or customise it for your own use then this could be the program for you – it displays all the relevant information on-screen and permits you to edit it.

❼ Mackie — Issue 1 — 82%

George Thompson Services Ltd, Cucumber Hall Farm, Cucumber Lane, Essendon, Herts AL9 6JB ☎ 0707 664654

A versatile CLI macro utility that enables you to call up the program of your choice simply by pressing a specified series of keystrokes.

❽ ScreenMod — Issue 2 — 82%

17 Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982

This simple program enables you to alter the attributes of any screen that runs under Intuition, letting you customise the way programs and screens appear on-screen.

❾ BRef — Issue 2 — 82%

George Thompson Services Ltd Cucumber Hall Farm, Cucumber Lane, Essendon, Herts AL9 6JB ☎ 0707 664654

For users of AmigaBASIC or Hisoft BASIC, this program analyses your source code and list such attributes as variables, making it invaluable for debugging your own programs.

❿ MIDI Library 2.0 — Issue 2 — 80%

George Thompson Services Ltd, Cucumber Hall Farm, Cucumber Lane, Essendon, Herts AL9 6JB ☎ 0707 664654

This is a disk-based list of routines that can be incorporated into your BASIC, C or assembler programs to add MIDI capabilities to them. Plus other useful MIDI utilities.

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APC31 – Draft Choice V1.51
APC36 – PC-Draft-CAD v3.06
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APC3 – PC-Key-Draw (4)
APC40 – EEDraw (electrical) (2)

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BPC41 – Ample Notice v2.01
BPC44 – Resident Task Manager v2.10
BPC45 – EarlyBird v1.0e
BPC47 – FRIDAY v1.50
BPC37 – Calendar Mate v4.1
BPC50 – Personal Calendar v14.20
BPC48 – C.A.R.S. v2.5
BPC54 – LeadMaster

PC COMMUNICATION

CR28 – GTPower v16.00 (4)
CR29 – ODYSSEY v1.42
CR31 – LOGICOMM (for OS/2) v2.025
CR14 – WildCat BBS system (2)
CR23 – AutoSig, compuserve front end v6.3a
CR24 – PC-Ham v5.32
CR13 – Morse tutorials

PC DATABASE

DB3 – WAMPUM v4.2 (UK version)
DB45 – PC-File v5.01 (3)
DB48 – ZEPHYR foxpro clone (2)
DB52 – SR-Info v3.41 (upgrade to vp-info) (2)
DB7 – Instant Recall, memory resident v1.5x
DB4 – Mass appeal Mailing List Manager
DB53 – CATALIST v3.27 list manager

PC GAMES

GPC38 – Jacaranda Jim Adventure v2.23
GPC126 – T-ZERO adventure v1.03
GPC18 – 2 Chess games on one disk
GPC128 – EGA Trek v2.31
GPC130 – SUPERFLY v1.1 action game
GPC138 – Tear Down The Wall!
GPC35 – Amy's First Primer
GPC75 – Amandas Letter Lotto v1.0
GPC132 – Blackjack! v2.20D
GPC136 – Picture Puzzle v1.2
GPC134 – Moraff's SUPER BLAST
GPC135 – Moraff's ENTRAP v2.0
GPC140 – BUBBLE TROUBLE (vga/cga)
GPC88 – Captain Comic, brilliant!
GPC120 – VGA Catchem'

PC MUSIC

MPC1 – Pianoman, compose your own music
MPC4 – Sequencer Plus (2)
MPC10 – Musical block v1.0 composing sys'
MPC11 – Melody Master v1.6
MPC12 – Musicians Toolbox
MPC13 – Melissa's Music Flashcards v1.0

PC CLIP-ART & PICTURES

P18 – MacPics, excellent fantasy art (2)
P6 – 297 pics in .PCC format (vga)
P8 – Dropcaps in GEM .IMG format
P9 – Animal Pics in .PCX format (9)
P24 – Office, 99 .IMG files of office art
P31 – HD clipart sampler, 40 .PCX pics
P32 – SmartArt, over 70 in .IMG format
P15 – AutoCad symbols, in .DWG format

PROGRAMMERS AIDS

LPC59 – Programmers Productivity v2.6 (2)
LPC7 – Screen designer (cga)
LPC63 – DialogPro v2.1
LPC67 – HYPERPAD v2.2 (5)
LPC73 – Screen World v1.1
LPC35 – TechnoJocks Turbo Toolbox v5 (2)
LPC69 – DOSREF 19 technical reference

PC SPECIAL INTEREST

SI-31 – Night Sky v2.08 (4)
SI-9 – Crossword Creator v4.3
SI-71 – Bible Reader, entire old/new test' (5)
SI-22 – GCSE Physics v2.1
SI-23 – GCSE Computer Studies v2.1
SI-118 – GCSE Integrated Science v1.1
SI-127 – GCSE Mathematics v1.1
SI-110 – School-Mom kids education v3.57
SI-51 – SUPERBEAM PC v1.35s
SI-122 – The Athletes Abacus v4
SI-137 – CV-Master, write your own!

PC SPREADSHEETS

SS2 – AsEasyAs v4.0 - the best
SS4 – PC-Calc+ v2.0 (3)
SS15 – INSTACALC v3.00 (pop-up)
SS18 – ALITE v1.0, newest program around

PC UTILITIES

UPC9 – AutoMenu v4.7
UPC125 – PowerMenu v5.32
UPC135 – Executive Director v2.09
UPC157 – Tree Top v2.44
UPC122 – PKZip & PKMenu
UPC129 – 4DOS v3.02
UPC25 – FlexiBak Plus v1.0
UPC144 – Turbo-Copy v2.01
UPC142 – FluShot+ v1.7 anti-virus
UPC145 – Graphics Workshop v2.2 (2)
UPC172 – MenuDirect Gold v3.0 (2)

PC WORD PRO'S - HYPERTEXT

WPC12 – Word Processor for Kids
WPC79 – PC-Type4 (4)
WPC101 – Galaxy Lite v1.7
WPC114 – Word Fugue v2.00 (2)
WPC4 – PC-Write v2.6
WPC70 – Hypershell v4.0 (3)
WPC117 – RUBICON DTP package v2.2c (2)

PC WINDOWS 3.0

WIN1 – Paint Shop v2.02
WIN3 – WINEDIT v1.1a text editor
WIN5 – Command Post v7.0s
WIN8 – WINPOST v3.0b, electronic post-it!
WIN9,10,11 – ICONS (3000!) + Icon View, IconMaster 0.15, Wallpaper bmp. (3)
WIN12 – Games - Roach, Tiles, Life, Puzzle
WIN14 – WinNav v3.00. 16 & Notebook
WIN15 – Winlock, Unzip, HP-Calc, VirX, Launch
WIN16 – Cards - Casino Poker, Calc' Solitaire
WIN13 – IconChooser, Address Manager etc

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GAME94 – Super Breakout (hiRes)
GAME100 – Sorcerer's Strategy
GAME61 – KID potate, ABC, Sketch, Story
GAME45 – Floyd the Droid shoot 'em up!

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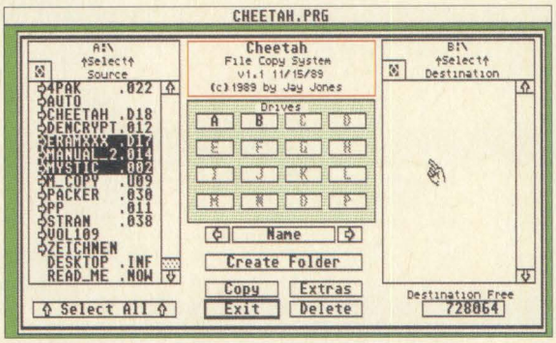
The Association of Shareware Professionals
ASP Approved Vendor
Shareware may require separate payment to the author if found useful

Is it a fair copy?

Copying disks can be a laborious task, especially with all that tedious disk swapping. A copying program might seem to be the straightforward solution, but, as Tim Howell explains, they are not universally popular...



File copiers such as *Cheetah* (on the ST) make it easy to transfer individual and groups of files from one disk drive to another..

...whereas image copiers like *Tetracopy* (Amiga) duplicate all the data on a disk, regardless of the number of files (and you can play *Tetris* too!)

Disk copiers, if we are to believe the commercial software companies, are the root of all evil, causing piracy and leading to inflated prices. But when it comes to the distribution of PD and shareware the exact opposite is the case; they are indispensable.

PD and shareware, by its very nature, has to be copied in order to be distributed. In the case of PD a program's author will waive their claim to copyright on the program, giving anyone the right to make copies of it. Similarly, shareware authors permit their work to be copied but retain copyright, requesting a registration fee if you intend to use a program regularly.

Normally copying these programs isn't much of a problem with the Amiga, PC or ST, as each machine's operating system is capable of backing up the disk. Problems arise, however, when large numbers of disks have to be copied, or the disks – mainly demos – have some custom disk format. To copy quantities of disks using the normal system tools means more disk swapping than on a juke box on a Saturday night and ages of boring waiting around.

"PD and shareware, by its very nature, has to be copied to be distributed."

This is where copying programs step in. They make the process less of a task, are capable of both speeding up the reading and writing of data and are generally much more reliable. If you have a single disk drive what these programs do is copy data from the disk to RAM and then back to the disk drive so that you only have to swap disks once. If you have two disk drives, they transfer the data directly to a disk in the second drive. Some copying programs can also transfer programs to hard drives as well, but these are usually file copying programs only.

There are a number of specialised programs available in both the public domain and commercially which are designed to make copying disks as simple as possible. A number of the commercial copying programs use extra hardware to cope with specially-formatted disks and to make copying operations much faster, but the programs available as PD are more than capable of backing up most disks – another case where the price of a program is not necessarily a reflection of its abilities.

Copyright issues

While it's perfectly legal to copy PD and shareware, some of the more advanced copiers are capable of duplicating commercial software, and this is why the large software companies loathe the things. Most commercial programs, especially games, are protected against copying using normal copying methods.

The copying of commercial software is illegal. It contravenes copyright laws and if you do copy commercial software then you could be severely fined or even imprisoned.

A lot of commercial software, particularly for the PC, isn't protected and some companies permit you to make a single back-up for your personal use only. If you're thinking of copying any commercial software check the licensing agreement that

Complete copies or file-by-file transfer?

There are basically two ways in which programs can be copied from one disk to another.

File copiers transfer individual files from one device to another. This is the way most things are done on the ST and PC, and is also the case with Amiga programs that use the standard operating system file routines. There are a number of file copiers available for the Amiga, including *SID* and *Diskmaster*. For the ST, the most popular example is *Cheetah*, while a number are available for the PC, including *Disktree* and *Executive Director*.

Other copying programs forget about the way files are arranged on disks, and copy the digital information data on a disk byte-for-byte, as well as handling any trickily formatted sectors or tracks on the disk. Basically these 'image' copiers work like film negatives/photocopiers do, with the exact information being copied from one media to another. Of the three machines, the Amiga has the most 'image' copiers, including the capable *D-Copy* and *Tetracopy*; the ST has *F-Copy*. These sorts of copiers aren't all that common on the PC where standard file formats are the norm.

Shake the disease

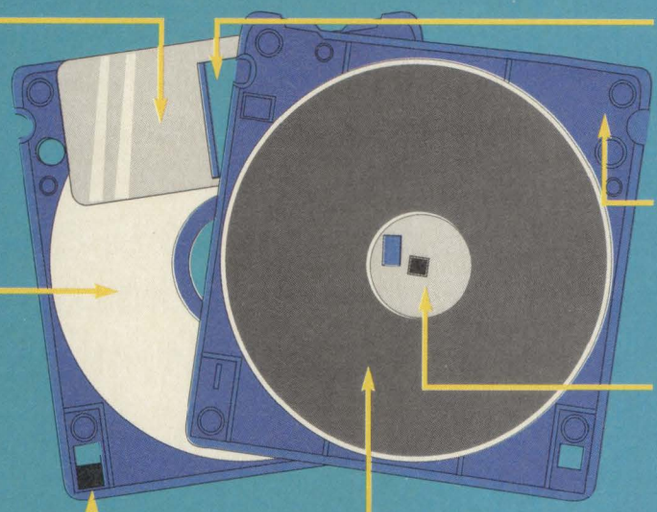
One of the downfalls of disk copying, particularly when there are a lot of disks involved, is the potential threat of being infected by viruses.

Rampantly copying a lot of disks without checking for viruses beforehand or afterwards increases the risks of infection. And if you do pick up a virus the results can range from irritating to disastrous. Most copying programs will not check for viruses when they are copying – particularly the 'image' copiers which create exact byte-for-byte images of the source disk and just treat virus information, if there is any, as data that should be copied.

So, when you copy disks, always be diligent and check for viruses on the disks you've copied *before* you load them on your computer. It may take some time to do this, but you will be free from those binary-destroying bacteria which could wreak permanent damage on your system and software.

The disk dissected – what does go on behind that plastic cover?

We all take disks for granted, but just what are they? Brandishing a sharpened scalpel, *Public Domain* took apart a 3.5-inch disk to discover its vital statistics:



METAL SHIELD
This slides out of the way to enable the disk drive to access the magnetic disk, otherwise it covers the delicate disk protecting it from foreign bodies (fingers, dirt etc)

PADDING
Protects the magnetic disk from the plastic casing and ensures a friction-free and soft surface when the magnetic disk is rotated at high speeds in the disk drive

WRITE-PROTECT NOTCH
This enables or prevents (depending on how the notch is positioned) the disk being written to. If it's open and you can see a hole through the corner of the disk then you can't write to the disk; if it's closed without a hole then you can

READ/WRITE WINDOW
The window through which the disk drive's read/write head makes contact with the disk for information transfer

CASE
A solid piece of plastic that protects the magnetic disk inside from being bent or otherwise damaged

HUB
The centre of the disk from which it is rotated by the disk drive mechanism

MAGNETIC 'DISK' The material on which data is stored as binary code, arranged in concentric circles

came with the program – it will be more than likely that you will not be allowed to copy the program.

Left to its own devices

In theory, transferring data from one disk to another sounds like a straightforward operation. In practice, however, this isn't always the case. Apart from the time that such an exercise can take, the equipment – or lack of it – that you have can make the process a long-winded exercise.

So how do you make copies of disks using the various devices that your computer has such as its memory, external disk drives and hard disk drives?

For those with a single disk drive, using your computer's memory, or RAM, is the most effective way of copying data. That way, data can be read off the disk straight into memory, and then straight back on to another disk. As the computers covered by this magazine – the Amiga, ST and PC – are usually equipped with at least half a megabyte of memory, then most of the data on a disk can be stored in memory before being transferred on to another disk. To copy an entire disk using this method only requires a couple of disk swaps in most cases, which helps to speed up the copying process.

An external disk drive makes copying disks even easier. That way the data can be sent straight from one disk drive to the other; the copying program reads the data from the source disk and then immediately sends the same information to the destination device.

Hard driving

If you have a hard disk drive, copying files is also a reasonably easy process, though this does depend on the programs and the computer involved.

In the case of the Amiga, a lot of the demos, for example, use their own custom disk formats. If this is the case, then it isn't possible to copy these programs to a hard disk. Other PD programs, such as some games and virtually all utilities, can be transferred easily enough. A good guideline to go by is that if you can get a directory of a disk from the CLI (Command Line Interface) then it is a disk formatted with the Amiga's operating system and the odds are that it can be transferred to a hard drive easily enough.

A similar situation exists for the ST. A number of demos and games feature custom disk formats; while you can view the directories of some disks, this doesn't necessarily mean that you can copy the program to the hard disk. Trial and error is perhaps the best way to go. Like the Amiga, most utilities can be transferred to a hard drive easily enough.

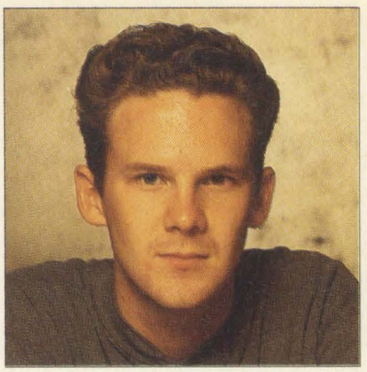
Of the three machines, the PC is the easiest machine to transfer data from a floppy to a hard disk. Often this is accomplished from the MS-DOS command line using the normal COPY and XCOPY commands. In other cases, particularly if there are a lot of files and directories involved, a DOS-shell or a menu program, such as *Disktree* or *Executive Director*, would be handy.

Just remember, if you do get yourself a copier, use it sensibly and stay within the law. PD

Supplementary tools

As well as the more basic copying tools available in the public domain, there are also other, supplementary tools, designed to make copying commercial files easier. These are mainly utilities that remove the protection found on commercial programs, enabling them to be backed-up on to hard disk. Many PC owners have felt aggrieved over the years at the difficulty they have had at duplicating their expensive commercial programs, and these copying tools have been designed to get around this problem. Again, this is an ethical issue and if the software that you are thinking of backing up doesn't legally permit you to do that, then don't do it – it's illegal.

Games



From alpine pistes and Egyptian pyramids to ancient Chinese puzzles, there's a multi-cultural flavour to the PD games section this month. Plus the latest game from the man who brought you the classic *Llamatron* – will it be as good? Adam Waring is the man with the answer, as well as the lowdown on what else is worth getting your joystick out for...

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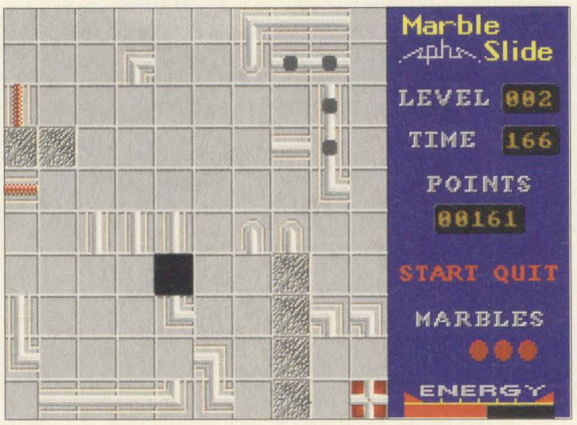
Marble Slide (PD)

Amiga • 512K • Disk 1574 • 17 Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982



Slide the tiles around like in one of those horrid novelty plastic puzzles. Make sure the ball doesn't disappear down a hole, like, erm, it has here

Marble Slide is one of those sliding tile games with a difference. You don't have to form pretty pictures of corgis or get any numbers into the right order. Instead you have to create a network of pipes to allow a marble to move through them and reach an exit square.

It's a bit like *Pipemania*, in that you have horizontal, vertical and corner-shaped pipes to move around, but that's as far as the similarities go. You have a limited time to move the pieces and it can take ages to position even a single tile. Click on a tile next to the gap and it will slide into place. The ball rolls back and forth through the trench, going as far as it can and then changing direction and rolling the other way. Some tiles have 'holes' that the ball will fall through. It'll also plummet if it rolls into the blank square. An energy timer ticks down and if it reaches zero your marble shatters. The amount of energy you have for each game is randomly calculated, which is a little unfair.

The nicest thing you can say about *Marble Slide* is that it's an interesting idea. Sadly, though, it's frustrating to the extreme. Loads of tiles have to be moved to form even a single link and the results just don't seem worth the effort. Fun seems to have been left out of the equation.

AMIGA **54%**

Card Sharp (PD)

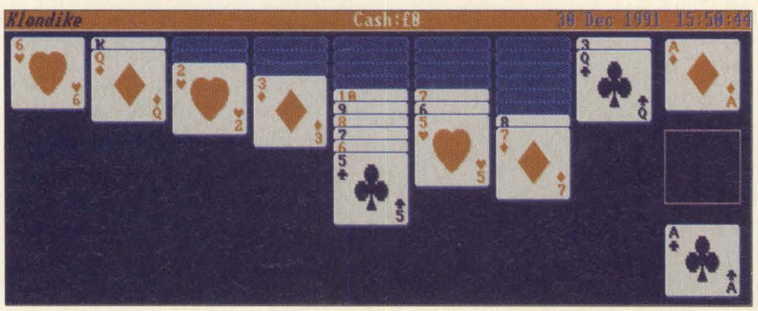
Amiga • 512K • Plus compatible Disk 1538 • 17 Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982

Sundays, eh? The most boring day of the week. There's never anything to do. The shops are closed, the telly's rubbish and the pubs shut at 10.30. So you're stuck inside, and all you have for company is a pack of grotty old playing cards. So what do you do? Pick up the pack and play a game of patience. Life is dull.

Now you can while away those tedious hours on your Amiga in not one, but five different ways. *Card Sharp* has a variety of different patience games to keep you occupied until *Songs of Praise* hits the airwaves.

The games are all similar in look and feel. The same deck is used throughout and the cards are dealt in a similar way. The games are quite varied, though the object is still roughly the same; to swap and stack the cards until you end up with four neat little stacks, each containing a complete run of cards of the same suit.

With each game there is a set of rather brief instructions. It takes a couple of rounds to get to know what you're supposed to be doing, but once you've understood the rules it becomes second nature and you can dish out the cards quite quickly.



When you can't be bothered to shuffle the cards, split the deck or go to the park and feed the ducks, your Amiga can entertain you. If you have the patience, that is

The best thing about playing with a real deck of cards is that you can cheat. There's no such opportunity here, so you're unable to take back moves that went horribly wrong and there's no hint feature to give you a little bit of a clue. One annoying aspect is that when the cards are stacked, though you can see the numbers, the suit often remains hidden. This is particularly riling when you find that what you thought was the four of diamonds turns out to be the four of hearts.

Whether you like *Card Sharp* really depends on whether you like patience-style games. If you do then it's well-presented, easy to play and you don't have the bother of shuffling the cards yourself.

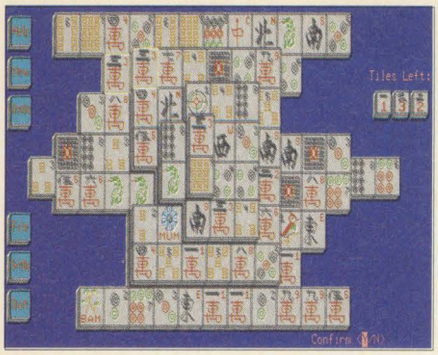
AMIGA **70%**

Mah Jongg (Shareware)

PC • Nildram Software, 26 Stanley Hill Avenue, Amersham, Bucks HP7 9BD ☎ 0494 729236

You don't have to play solitaire with a pack of cards, you know. That ancient Chinese game, Mah Jong, has possibilities too.

The idea is that you get a stack of the playing tiles, shuffle them around, and stack them in a sort of irregular pyramid shape. Then you take tiles two at a time in matching pairs, and remove them from the stack. You can



Reduce the pile of tiles to nothing by taking matching tiles two at a time. Patience, Chinese style

only remove tiles that can slide out freely either to the left or to the right. The idea is to remove as many tiles as you can, leaving as few as possible at the end of the game.

The tricky thing is that there are four examples of most tiles. So it's no use just plucking out the tiles willy-nilly – you'll trap tiles and get stuck pretty quickly if you do. Considered removal of tiles is necessary if you're to have any hope of getting rid of the whole lot. You have to trust to luck sometimes, though, but the right strategy can lead to better scores.

Mah Jongg is, surprisingly, a computer version of the game (it'd be a bit of a waste of time me telling you about it if it wasn't, wouldn't it?) What's more, it's a pretty darned good simulation. You can play using a co-ordinates system (A5, C7 etc), but for greater friendliness the cursor keys or mouse can be used. And there are a number of options available to customise the game: you can elect to have a time limit to make for a more frantic game, or decide on the colours used.

The graphics are fine – the tiles are detailed and have an authentic Chinese look. There's not a squeak to be heard from the speaker, but that may be a godsend considering the awful racket made by some PC games.

There are some handy features. If you can't for the life of you find anything that matches with anything else, then a help button will cycle through all the available tiles. This isn't cheating that much, it merely serves to bring your attention to what you can do, rather than giving you any advice.

Though it's a one-player game, a tournament option allows you to challenge a friend with the same layout of tiles, so you can compete to see who gets rid of the greatest number of tiles.

Well-presented and easy to use, *Mah Jongg* is a good little game.

PC **76%**

Dizzy Lizzy 2 – A Winter's Tale

(Licenceware)

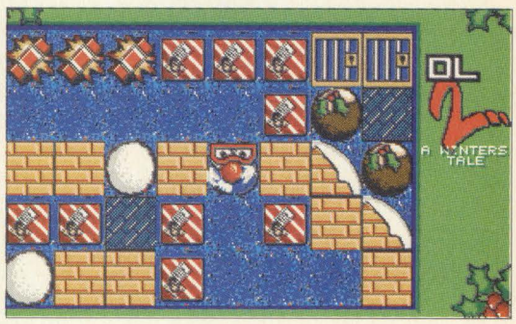
ST • 512K • Disk BU61
Caledonia PDL, 250 Oldtown Road, Hilton, Inverness, IV2 4PT
☎ 0463 225736

There are two good things about winter. The first is Christmas and the second is snow. If it wasn't for them it'd be a miserable time. Too cold, wet and dark to have any fun.

Dizzy Lizzy 2 – A Winter's Tale combines the nice things into a *Boulderdash*-esque puzzle game. There are crackers, pressies and Christmas pud, combined with snowballs, snowmen and ice chutes. Sounds like just the game to take your mind off the freezing winter months.

You control a round blue blob – not surprising considering the temperature outside. Your task is to collect all the parcels scattered around outside, while avoiding being killed by falling ice-boulders, mutated snowmen and explosive crackers. Gosh, sounds

cont. on p40



Collect all the pressies without coming to a sticky end. Someone turn the central heating up – it's freezing out here

Pick up a penguin and save them from extinction

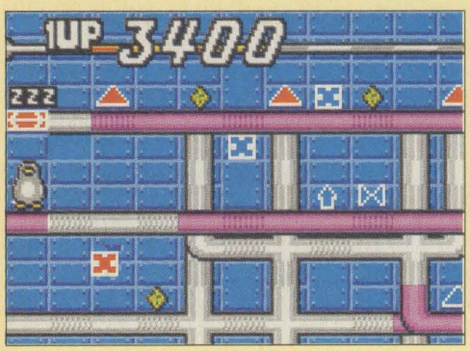
Penguins (Shareware)

ST • 512K • GD1469 •
Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW
☎ 0782 335650

I like penguins. It's that combination of biscuit, creamy filling and thick milk chocolate that's, oh, so yummy.

Not too keen on the other type, though. The fur gets stuck in my throat and I hate that intestine-flavoured filling. Luckily, you don't have to eat them in this game. Instead, your mission is to save them from certain doom. This takes place in most un-Arctic-like conditions, with the playing area consisting of pipes and platforms rather than icebergs and icicles.

The thing is, the waddling waiters have their own free will, and wander around independently of your instructions. It's all you can do to manipulate the background in the hope of keeping them alive. There are various objects around that can be moved about. They can only be placed in certain areas, where there's the proper place for the things to fit. Different objects have different effects; some force the penguins to travel in just one direction, some freeze penguins 'til until you remove them, while others make the creatures ascend to a higher platform.



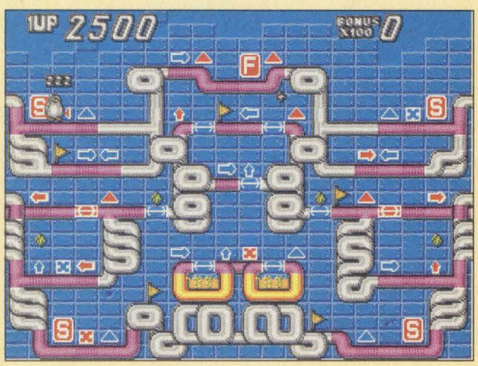
Only one penguin left and he's fast asleep. Good, that gives us some breathing space to work out a stategy

The aim is to get all the penguins safely 'home', at which point you are transported to the next level. Now this is fine-ish when there's just one penguin on the screen, but when you have four of the little, er, devils to safely deliver at once, then it becomes your worst nightmare (except for the one where you end up on a date with Janet Street-Porter, that is…)

This is, in effect, the difficulty level. You can chose to have between one and four furry friends to look out for. Once you've mastered a particular level with just one penguin, then you can make things doubly difficult for yourself by adding more. Keeping an eye on all of them at once and making sure they stay out of harm's way can get very tricky.

There are lots of levels to play but you can only access the first five when you begin the game. Once you have mastered the fifth screen you will then be able to have a crack at level six and so on.

The levels become progressively more difficult the further you get. They're all brain-teasers, and you'll have to carefully work out your proposed penguin route. There's an arcade element too, as you have to move the pieces that'll make your penguins do the right thing pretty quickly to avoid mishap.



It's a bit tricky. By moving the red shapes and symbols, you have to create a safe path to get the penguins home and dry

The graphics are mega-cute. The penguins look like something you'd find in your kid sister's bed. These are the only sprites, however. The rest of the graphics consist of pipes and blue background squares.

The gameplay is quite maddening! The later levels become ever more taxing and adding a few more penguins to your problems provides new challenges on levels that you've already mastered. Forget whales, white tigers and other endangered species, saving penguins is much more fun.

ST **90%**

cont. from p39

a bit dangerous to me. Never mind, though. There's a job to be done and you're just the, um, thing to do it.

There are things to help you along, such as keys to open doors, slices of Christmas cake and maps so that you can see the whole level. There are also objects that can be both a hindrance and a help, such as the exploding Christmas puds – these can kill you but can also be used to your benefit.

The game scrolls in large steps – the characters are quite large, so care has to be taken that you don't rush off the side off the screen into unseen dangers. Some screens are set up deliberately with hidden perils – ice slides (on which you can't change direction) leading into crackers and all that sort of devilry.

Each level needs to be played two or three times before you can solve it and move onto the next one. Once you've cracked any particular level, you're given a password which will allow you to subsequently re-access the game from that stage, saving the repetition of having to replay previously-mastered screens.

When you get killed, you restart at the beginning of the level on which you popped your clogs. Nothing's reset to its original state, though; this can be a good thing, but it can also be to your disadvantage – all the pressies you've collected remain collected, but if some of your actions have made the game impossible to complete, by blocking off a passageway with a snowball, for example, then it'll remain blocked off. This is the case even if you commit harikiri which is sometimes necessary in hopeless situations – the only thing to do here is lose all your lives and restart from scratch.

The music is very seasonal – there's a selection of carols that can be changed whenever you feel like it. The graphics are cute, well-drawn and add immensely to the character of the game.

Pretty and with plenty of puzzles, *A Winter's Tale* appeals. There are one or two annoying quirks but while you're playing it during the long hazy summer ahead (Get real! – Prod Ed) it might just make you nostalgic for those wintry days (though I doubt it!)

ST **86%**

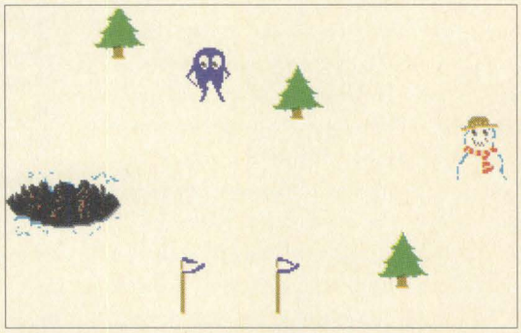
Harris Goes Skiing (PD)

ST • 1Mb • Disk 329 • Jennix PD, 66 Abbey Road, Strood, Rochester, Kent ME2 3QB

Winter sports are bloody dangerous. I knew that bargain skiing package deal to Yugoslavia just had to be too good to be true.

The danger starts before you even get on to the slopes. Ski hire wasn't included in the cost of the holiday, and so you've got to hire a pair. Easier said than done – the hire shop is placed on the other side of a road that would put M1 at rush hour to shame.

This first section is a little like *Frogger*; you have to dodge in and out of the traffic, get the skis and cross the road back to the side you started from. Should you get run over then an ambulance comes and carts you off to the local hospital. There's no National Health Service, so your limited amount of cash has to be spent on hospital fees while you recuperate. Run out of dosh and you run out of game.



Can Harris get through those poles straight in front of him, or will he veer off into the snowman or bottomless pit for no reason?

Successfully negotiate the busy road and you'll get on to the slopes at long last. The idea here is to slalom between flags to score points, but the course seems to be off-piste – there are trees, pits and snowmen all over the shop. Points are accrued for successful slaloming and you run the risk of snapping your skis with every collision.

Old Speccy owners may think they recognise this as a

cont. p4

The ride of a lifetime with mutant camels that spit plutonium death

Revenge of the Mutant Camels (Shareware)

ST • 512K • Disk 551 • Jennix PD, 66 Abbey Road, Strood, Rochester, Kent ME2 3QB

Strange. That's the only way to describe *Revenge of the Mutant Camels*.

Here's the plot: you're a plutonium-spitting camel and you have to destroy a variety of unlikely enemies. You trek though an inhospitable alien landscape accompanied, should you choose, by a goat.

As you might expect with a game coded by veteran weirdo Jeff Minter, the action is fast, furious and more manic than an acid house party. In fact, the game is based on an early 8-bit effort written on the C64 a good few years ago, but a number of tweaks have been made to bring it up to date.

The pace starts off the way it intends to go on: hot. There are tons of nasties to contend with. Contact with most things depletes your energy. Luckily there's an abundance of power-ups to help you on your way; a number of them improve your firepower and apples give you back much-needed energy. There are humorous touches, too: cigarettes, for example, make you move very slowly – the offending tab is displayed in your gob, slowly burning down to the stub, when the effect ends.

Firing is continuous. All you have to worry about is steering your creature out of harm's way. You can move left and right, and can perform massive jumps over the on-coming onslaught of alien thingies.

One or two players can take part. In two-player mode the second player takes the form of a sort of upright goat-type creature. In a one-player game you can choose to go it alone or play with a computer-controlled goat. The computer proves to quite an ally, and it's well worth going with this option for the extra firepower it dishes out. This also gives way to another great touch the game has: the camel can give the goat a ride on his back!

There are other graphical delights; with so many explosions going on the screen sometimes resembles a firework display rather than a computer game. The graphics are large and brightly-coloured, though the scrolling is a wee bit on the jerky side.

The sound is excellent, with plenty of samples and spot fx lending great character to the game. Comparisons with Minter's previous shareware release, *Llamatron*, are inevitable; can it possibly match up to its predecessor? The answer has to be no, I'm afraid. Not because *Camels* isn't an excellent game – it is – but it doesn't quite have the edge – and doesn't require the skill – that *Llamatron* did. Still, you'll be playing camel for a long time to come.

ST **85%**

It's raining one ton weights. You'll face all manner of weird creatures that don't intend to invite you round for dinner and a quiet drink

Ride 'em strange goat-like creature! A neat touch in *Revenge* is that two players can team up for a bit of rodeo riding

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AMIGA DEMOS

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D 001 ALCATRAZ MEGADEMO 4 (3 DISKS) Brilliant! One of the biggest.
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D 014 CRYPTOBURNERS MEGADEMO 2 Contains some good demos. worth a look.
D 033 TOMSOFT TRIP TO MARS. Vector graphics with a theme *
D 034 BUDBRAIN MEGADEMO (2 DISKS) A classic! Not to be missed but beware of the very risque cartoons.
D 035 CRIONICS MEGADEMO Another great! Famous for the Madonna part.
D 061 POSSESSED MEGADEMO (2 DISKS) Good animated space intro
D 067 MIRAGE MEGADEMO (1 MEG) Yet another good one. Some good FX.
D 078 CRIONICS NEVERWARE (1 MEG) Famed for the brill Madonna graphic.
D 080 KATHARIS MEGADEMO From Poland! Famous X-Copy demo, plus.
D 081 INTUITION MEGADEMO Includes the flashiest ever aciid demo.
D 091 FILLET THE FISH Similar to PUGGS, but not as good, still brill.
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D 135 REBELS MEGADEMO Excellent for its time. Good demos.
D 136 ALCATRAZ MEGADEMO Again underrated at the time but very good.
D 138 RAF MEGADEMO (2 DISKS) Still fresh after all this time!
D 141 PHENOMENA MEGADEMO Brilliant group today, always been good.
D 146 RSI MEGADEMO (2 DISKS) An all time great! Still good today! Great music and graphics. A must!!
D 150 IAN & MICK MEGADEMO Inc. classic toilet door demo.
D 153 PUGGS IN SPACE Not generally classed as a megademo, but not to be missed. Great for the kids.
D 160 TRILOGY MEGADEMO (2 DISKS) Includes game, a classic, contains a joke, or is it a bug? You decide.
D 161 PREDATORS MEGADEMO (2 DISKS) Don't miss this one, great sound, graphics and game. Another classic.
D 166 SILENTS MEGADEMO Early Silents, the brilliance is born!
D 180 SCOOPEX MENTAL HANGOVER Another classic which pushed the boundaries of the Amiga light years on.
D 190 RSI CEBIT DEMO. Terrific demo, with the best ever music *
D 223 BUDBRAIN MEGADEMO 2 Not quite as good as the first, stillgood!
D 225 HORIZON MEGADEMO (Sleeping Bag) Superb ray traced anim. Great
D 236 GOLDFIRE ULTIMATE FX....This group continues to improve!!
D 242 3-D DEMOS....Get out your 3-D glasses and CHECK THESE OUT!

POWER DEMOS

(All demos in this section require loads of memory)

P 001/2 WALKER DEMO 1 (2 MEG 2 DISKS)
P 003/4 WALKER DEMO 2 (2 MEG 2 DISKS)
P 021-026 UPGRADE(1.5 MEG 2 DRIVES 6 yes 6 disks!!!) multi part anim
P 010/11 HEADKICK ANIM (2 MEG 2 DISKS plus HARD-DRIVE)
P 012/3/4 STATION AT KHERN (2 MEG 3 DISKS)
P 030/1 DRAGONS LAIR 2 GAME DEMO Superb (3 MEG, 2 DISKS)
P 032/3/4 BUZZED Great Ray traced anim (2 MEG, 3 DISKS)
P 035/6/7/8 AUTOMATED LIGHT (BATTLESTAR GALACTICA) (3 MEG, 4 DISKS)
P 044/5 ANTI LEMMING DEMO (2 MEG)Excellent Eric Shwartz animation.
P 046/7 THE DATING GAME (3 MEG 2 DISK SET) 4 mins long anim!! Truly impressive Eric Schwartz demo
P 050-3 TOBIAS RITCHER: LANDING (4 MEG) (4 DISKS) Brilliant!

AMIGA DEMOS

D 243 KEFRENS - THE WALL.....Great intro! Good graffix, then so so
D 259 PHENOMENA ENIGMA Absolutely Awesome!!! Fantastic, Get it
D 261 SIMPSONS DEMO BY DECAY: Probably the best so far. (1 MEG)
D 264 ANALOGUE MEGA DEMO. Great intro and novel demo selection.
D 265 GALLOW MEGADEMO Purple Haze! Great colours, fair demos.
D 267 BASS MEGA DEMO. Great housey music throughout.
D 269 PULLING THE TRIGGER. Loved the music! Well presented demos (1 meg)
D 294 SILENTS: ICE MEGADEMO (1 MEG) Brill demo, More interesting for coders.
D 295 TOMSOFT: VIRTUAL WORLD (1 MEG) Its a classic. Best this year.
D 296 MAGNETIC FIELDS: HYSTERISIS. Good demo, now loader friendly.
D 299 TAS EGO TRIP (1 MEG) Huge demo, great music and value.
D 700 PMC ALPHA OMEGA Ray-tracing, vectors, excellent.
D 704 ITS MENTAL 3 Sick jokes, cartoons etc. Not for the nervous.
D 705 VOYAGE Cleverly linked demos. Good vectors.
D 706 THE CULT: VECTOR DANCE 2 Good GFX and original vector FX.
D 708 ANARCHY DEMO So new I can't remember what it was called!!
S 393/4/5 DEFINATIVE MADONNA SLIDESHOW...(3 disks) 1 meg & 2 drives
S 441 INVISIBLE WORLD SLIDESHOW. See it and itch. Micro bugs
S 486/7 WWF ANIM AND SLIDES (1 MEG) (2 DISK SET) US wrestling
H 545 JET FIGHTER ANIM...Similar to The Run, but far far better (1 MEG)
H 555 BATMAN THE MOVIE ANIMATION (1 MEG)....Good funny cartoon
H 559 MAGICIAN AND JOGGER ANIMATIONS (1 MEG). .Ray traced anims.
H 560 CAR & UNICYCLE ANIMATION (1 MEG)....Brill anim, a must for fans!
H 564 EVIL DEAD DEMO (1 MEG).. Get the goulies, before they get yours
H 565 RGB & FOCUS (1 MEG)....The famous 'stretching nose' animation!
H 573 TOO MUCH 3D (1 MEG)....The spaceship flies out of the screen!
H 576 IRAQ DEMO Amusing animation of what might have been
H 577 MORE AEROTOONS More in the series of Stealthy cartoons
H 579 MORE CLASSY ANIMATIONS More cute anims from Steve Packer
H 607 WINGS ANIMATION. Brilliant stuff and long too! (1 MEG)Good
H 636/7 STAR TREK MEGADEMO (1 MEG, 2 DISKS) Best of Ritcher!
H 645 YET MORE CLASSY ANIMATIONS 2 Super-Star chuck anims
H 647 VIETNAM ANIM (1 MEG) Another Stealthey-type animation
H 650 OPTIMUM PRESSURE CRISIS (1 MB) Great series of animated slides
H 652 YET MORE CLASSY ANIMATIONS 3 Latest works from Steve.
H 653 YET MORE CLASSY ANIMATIONS 4 .....and more. YET MORE CLASSY ANIMATIONS 5 Final in the series
X110 FRAXION HORROR Great cartoon graphic demo of nasty stuff.

MUSIC

M 005 MAHONEY & KAKTUS Brilliant music disk
M 030 DIGITAL CONCERT 2: Over 12 mins of mixed house music.
M 200/1/2 SAE AMAZING TUNES 2 (3 DISKS 1 MEG)...Superb!
M 212 MAG FIELDS CHIP FESTIVAL....Another huge collection.
M 216/7 RAF MEGA MIX 2 (2 DISK SET)....Good quality music mix.
M 226 DYNAMITE BEATS 4...Another very classy music disk from Max
M 230 DEXION PARTY MUSIC AND PICCYS....A good disk as always
M 232 ALCATRAZ MUZIC.....Classy presentation, 3 good tracks!!!
M 269 ALCATRAZ MORE THAN MUSIC. Superb.
M 311 LIONS: INXS (1 MEG) 2 tracks of remixed INXS.
M 314 MAG FIELDS: SPACED OUT 1 (1 MB) Beaty, housey music.
M 315 MAG FIELDS: SPACED OUT 2 (1 MB) More of the same. Good.
M 316 LSD: DON'T PANIC (1 MB) Well presented good sounds

ANIMATION SPECIAL!

The works of Tobias Richter. All require 1Mb.
H 002 Agatron Anim. 2 Misc - Jet fighter landing. Basic.
H 003 Agatron Anim. 3 Star Trek - Shuttle fly past.
H 005 Agatron Anim. 5 Star Trek - Klingon fires Torpedoes
H 007 Agatron Anim. 7 Star Wars - Fighter doing loops etc
H 009 Agatron Anim. 9 Star Wars - Fighter flyby. Impressive
H 010 Agatron Anim. 10 Star Trek - Enterprise in dry dock
H 011 Agatron Anim. 11 Tron - Tank vs Deaktivator. Good vectors
H 012 Agatron Anim. 12 Tron Animation. Not one of the best
H 013 Agatron Anim. 13 Misc - Robo 1. A robot waving.
H 014 Agatron Anim. 14 Star Trek - Workbee and Reliant. 3 Shots.
H 017 Agatron Anim. 17 Star Trek - TWOK Animation. Short but OK.
H 018 Agatron Anim. 18 Star Trek - Enterprise fly by. Short
H 020 Agatron Anim. 20 Misc - Huey the helicopter taking off
H 023 Agatron Anim. 23 Star Trek - Fleet Manoevre. Brilliant
H 024 Agatron Anim. 24 Misc - A pen signing 'Tevox'
H 025 Agatron Anim. 25 The Run. Superb car chase. A classic
H 026 Agatron Anim. 26 Misc - A ship rocking at sea. Poss Bug.
H 027 Agatron Anim. 27 Misc - A book opening!
H 028 Agatron Anim. 28 Star Trek - Shuttle and Enterprise
H 029 Agatron Anim. 29 Star Wars - Millenium Falcon in chase
H 030 Agatron Anim. 30 Star Wars - Millenium Falcon goes hyper
H 031 Agatron Anim. 31 Misc - Porsch rising out of a table
H 032 Agatron Anim. 32 Space - Space probe flying away.
H 033 Agatron Anim. 33 Space - Space probe passing. Short.
H 034 Agatron Anim. 34 Star Trek - The Space Office. A bit short
H 035 Agatron Anim. 35 Space - Space probe flying away.
H 036 Agatron Anim. 36 Star Trek - Bird of pray loop de loop!
H 037 Agatron Anim. 37 Misc - Tobias goes knackers!

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GAMES

G 107 STAR TREK GAME Good graphic adventure, Best with 1 meg (2 disks)
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G 133 PD GAMES COMPO Good selection inc Welltrix and Breakout.
G 136 DRIP Very tricky painter type game. Almost commercial quality!
G 142 PD GAMES COMPO 3....Great Pacman plus 2 others.
G 143 JEOPARDY (1 MEG)....Version of the board game Risk!
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G 154 BATTLEFORCE (1 MEG)....Strategy battle game.
G 159 ANTEP (1 MEG)....RPG also SLOTS, a good car chase game.
G 170 MEGABALL. The ultimate PD Breakout game?
G 171 ZEUS Simple but addictive puzzle game. Great.
G 175 CUBULUS. Great 'Rubics Cube' type puzzle. Excellent.
G 178 WIZZYS QUEST (1 MEG) Super game for PD. (Shareware).
G 179 LLAMATRON By Jeff Minter, blast the beasties (Shareware).
G 180 BLOCK IT 1.2 A tough but addictive puzzle game.
G 181 JT's GAME COMPENDIUM Some old, but most are new.
G 182 MENTAL IMAGE GAMEDISK 1 A superb compilation of new games
G 185 BLACKJACK LAB More serious than a game, inc tutor!
G 187 SUPER SKODA CHALLENGE (1MB) A Lada fun for 4 players.
G 189 NO MANS LAND (1MB) A good 2 player shoot each other game.
G 197 NBS GREAT GAMES VOL 3... Super new games
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U 233 UEDIT Good Public Domain Wordprocessor.
U 267 ELECTROCAD DEMO (1 MEG) Circuit diagram design tool. No save in demo.
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U 619 MESSYSID. Dreams answered. Working Messydos plus SID.
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cont. from p40

It's easy money – if you're prepared to risk life and limb

There's nothing like the promise of untold riches to lure the otherwise level-headed into inhospitable underground places. Take no chances, then, by collecting the diamonds and gems from the safe side of your computer screen. Two games, with different styles but the same aims, invite you to do just that...

Crystal Caverns

(Licenceware)

ST • 1Mb • BU33 • Caledonia PDL, 250 Oldtown Road, Hilton, Inverness, IV2 4PT
☎ 0463 225736

Some people collect stamps, others keep an eye out for rare Victorian cheese dishes, others still prefer noting down the numbers on double-bogeyed 4-2-4 class locomotives from Didcot parkway. But none of that's for me. Give me diamonds every time.

There are only three diamonds in this game, one red, one blue and one green. They all need to be picked up and placed on pedestals to finish the game. You play a little blob-like creature and have to recover these gems. You can run left and right and jump – that's about the extent of your powers. Pity, as the caves in which these crystals lie are infested with all manner of beasties that, though cute to look at, will do their best to kill you.

Gameplay mainly consists of leaping from platform to perilous platform. The baddies ain't really all that bad; you have more chance of losing energy by falling into a pool of deep water.

Cuter than the Andrex puppy and it won't run off with your bog roll. It will try and kill you instead, though, so don't try to pat it on the head

It's a very pretty-looking game. There are not too many colours, but they're used to good effect. The rocks from which the caves are constructed are very, erm, rocky-looking. It's a maze-exploration game and so comprises loads of these screens joined together.

There are plenty of jewels for the taking, but a variety of tricks, traps and terrors need to be overcome before making off with the booty

The other thing you'll find, apart from the diamonds of course, are spells. These help in various ways and can help you through screens that may at first seem impassable.

There's not an awful lot to do, actually. Progress through the screens is rapid once you get the hang of leaping and bounding around the platforms, and the nasties do little to hamper your progress. It may look gorgeous, but it doesn't really carry through to the gameplay. Still, it's a big game and should keep you diamond-hunting for quite a while.

ST **74%**

Crystal Caves (Shareware)

PC • EGA • Shareware Marketing, 3a Queen Street, Seaton, Devon EX12 2NY
☎ 0297 24088

There's something about crystalised carbon that lures otherwise fairly sensible chaps into situations that almost inevitably bring about certain doom.

It's the same old story: there are caverns stuffed to the gills with glittering gems that are there for the taking. Well, that's not entirely true. There are rather a lot of vicious creatures that would bite your head off just as soon as look at you. The plot's a little like this: you have to visit several diamond-rich planets and basically stuff your pockets full of valuables. Then it's a case of making off with the loot.

Each planet is made up of 16 separate sub-levels. To clear each level, you have to collect all the diamonds. You can enter these mines in any order you like, so if one proves a little too tricky, you can always save it for later. The inhabitants aren't all that happy about you robbing them blind, though, and will do their best prevent you from doing so.

Contact with a beastie takes its toll on your lives – you have three before you have to restart the screen over. Apart from that, though, you can keep on going for as long as you like. When tea-time comes you can save your progress to restart the game without having to replay previously-conquered caves.

Every cave has a series of switches and levers that open doors and start lifts moving. It's necessary to activate them to get all the jewels and clear the way to the exit before you can make good your escape.

You can counter the creatures with your rocket gun – though jumping over them may well be a better bet for the ammo-conscious. Extra rockets can be found scattered around the levels, along with plenty of other bonus goodies.

It's fairly standard platform fare. The graphics are good, with well-defined sprites and backgrounds. Sound doesn't give too much of an ear-bashing either. Completion is an inevitability, because you're able to save the game at any stage and can keep replaying the levels until you get them right. And once you've finished is that the fun over with? Not a bit of it! The registration fee – a rather steep £30 – entitles you to a set of sequels that should keep you at it for even longer.

PC **84%**

game from way back. But this has absolutely no resemblance whatsoever to the rubber-keyed classic *Horace Goes Skiing*. Honest, guv'nor.

The graphics are OK, but the scrolling is a bit wobbly, especially when you're going 'fast'. *Harris Goes Skiing* is OK for those after a trip down memory lane, but not likely to cause too many avalanches.

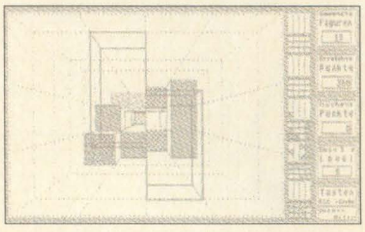
ST **69%**

Blockout (PD)

ST • 512K • Mono • Freaks PDL 29 Leap Valley Crescent, Downend, Bristol BS16 6TQ

Blockout is yet another variation on the *Tetris* theme. This time the blocks fall into a pit at the centre of the screen. Another twist is that the blocks have taken on another dimension; instead of being boring-old basic, flat two-dimensional geometric shapes, they come in glorious 3D, with solid blocks sticking out all over the place.

The idea is to form a complete layer with the blocks, at which point that layer disappears and everything above moves down a level. The blocks can be moved into position with the cursor keys as they fall. You can rotate them through all three axes as well, in order to make them fit into those hard-to-fill gaps.



It's all become horribly complicated. Stacking blocks takes on a new dimension in *Blockout*

You have a bird's eye view of the blocks as they fall. All the shapes are drawn in transparent perspective so that you can see what bits are sticking out at the bottom. It remains difficult to see what's happening – what bits are sticking out where – but you get kind of used to it after a while. To help you see how your stacks are developing, a plan view of each layer is shown at the side of the screen.

The game originates from Germany so without a translator, a

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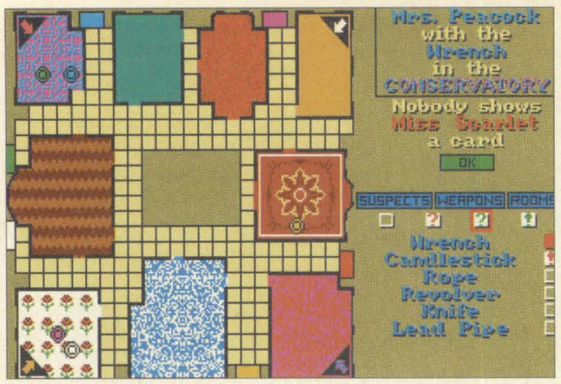
cont. from p42

little experimentation is necessary to learn the correct keys. This doesn't take too long – a little experimentation enables you to find the correct key combinations (the cursor key cluster, plus shift to rotate the shapes: there, don't say we never give you any hints)

There are loads of levels, but the only real difference between them is the speed at which the blocks fall. The first starts off quite slowly but the pace soon hots up. The biggest problem with the game is that it requires too much thinking to be played with any skill on the faster levels. *Tetris* works because of its simplicity, but with *Blockout* keeping an eye on the state of the individual layers, working out what the shapes are supposed to be and co-ordinating the right keys to rotate them can get very tricky indeed.

However, there aren't a lot of mono games about. If your life with your ST is one without colour, then this will brighten things up a bit.

ST 75%



Solve the heinous crime using cunning, clues and a little bit of luck. *Cluedo* brings the classic sleuth game to your computer

Cluedo (PD)

Amiga • 512K • Disk 71
17 Bit Software, PO Box 97, Wakefield WF1 1XX
☎ 0924 366982

This most brutal of murders was committed by none other than Professor Plum. It took place in the massage parlour and, my suspicions lead me to believe, he used the Moulinex egg whisk and potato peeler. How do I do it? Ah, it's the little grey cells, mon ami.

Beat Hercule Poirot at his own game, with this version of the famous board game, Cluedo. Up to six players take it in turns to roam the rooms of a mansion house, looking for clues and eliminating suspects. At the start of the game, each player has a number of clues that only they know to help them out. The idea is to deduce who committed the crime by asking the other players questions to force them to spill the beans about what they know. You can only do this when you enter a room. Movement is made by die, and you can only question suspects when you're in a room

There are three elements to discover before the case can be cracked; the room, the weapon and the murderer. You can only ask questions about the room you're currently in, and the person you suspect is automatically whisked in for questioning – sometimes a useful tactic is to bring an opposing player into the room to take them away from where they want to be going.

The board is well-represented and faithful to the real thing. The die is thrown simply by clicking on it. All possible moves are then highlighted – click on the square you wish to move to and the computer does the rest. When you actually get to a room, it's time to start asking some questions. One of the most important aspects of *Cluedo* is keeping track of the clues; you try to work out the who, whats and wheres through a combination of a process of elimination, intelligent guesswork and luck. For this reason a range of different markers are supplied for noting things down on your card in whatever system you want.

You can ask questions to any of the other players, which you do by clicking on them before confirming the questions you want to ask. They can, of course, do the same to you. The computer's intelligence is set at the beginning of the game from the title screen, as are the number of players. There can only ever be one human contender; all the others are computer controlled, and the braininess rating is the same for them all.

Cluedo mimics the board game well, and does so with the minimum of

Unravel the mysteries of the ancient Egyptian pyramids – if you live that long

Paganitzu (Shareware)

PC • CGA/EGA/VGA • GA171 • PSA, 10 High Street, Tadlow, Royston, Herts SG8 0ES
☎ 0767 23302

Adventurers are mad, they have to be. They trek through inhospitable landscapes to find dangerous, foreboding ancient buildings. And when they get there, do they take any notice of the signs saying: "Turn back now", "Enter and die" or "Sale must end Saturday"? Do they heck as like!

Instead, they march into the danger area, bold as brass, and promptly get killed. Told you they were off their heads.

Anyway you're the adventurer in this particular tale. You look the part, decked out in the usual adventurers' garb including the all-important Indiana Jones fedora. This particular adventure takes part in an Egyptian pyramid, so expect plenty of tricks and traps.

The game is played over a series of levels, each screen having a number of keys that need to be collected to unlock the door that leads to the next level. On the early screens, this is a simple matter but it soon gets pretty sticky.

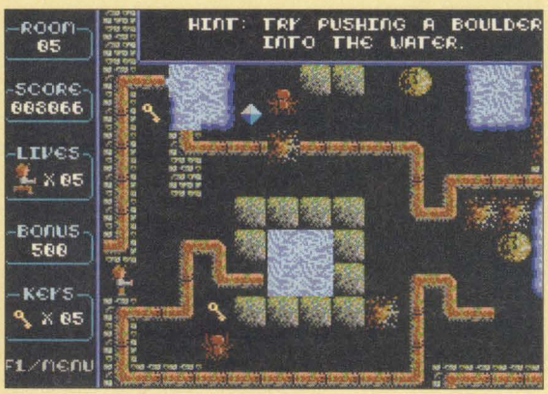
There are plenty of nasties around, too. Snakes spit venom at you, giant spiders devour you and spears impale you. But you're a fearless adventurer! All it takes is a bit of cunning to work out how to get around the trick- and trap-infested screens.

As well as keys there are other goodies to collect. Diamonds are good for extra points. Boulders are pretty useful. They can be pushed into the path of spikes, crush spiders and create a path through water.

The graphics are pretty good, and there is a choice between CGA and EGA/VGA modes so that all colour screen owners can play the game. There are loads of brilliant effects too, especially when you die horribly: the spiders leave a mangled corpse, spears impale you bloodily against the roof. Nasty, but nice.

The puzzles will tease and torment you. Each one is solvable, but it will take a bit of brainpower before you crack them. And even then, you will find more surprises when you subsequently come to play the game again. More fun, and certainly less dangerous, than entering falling-down old relics for real.

PC 92%



You've got to collect all the keys before you can escape through the exit. And those venomous spiders aren't going to make it any easier

ROOM 07
SCORE 012518
LIVES X 00
BONUS 450
KEYS X 03
F1/MENU
YOU HAVE DISCOVERED AN INSCRIPTION ON THE WALL. ROUGHLY TRANSLATED, IT READS...
AUDITIONS FOR NEXT WEEK'S SACRIFICE BEING HELD AT CHAGUNITZU.
TEENAGE VIRGINS ONLY, PLEASE.

There are lots of surprises you'll find in the deepest, darkest chambers of the ancients. You'll have to hunt high and low, though

fuss – it works out all the moves for you and makes it easy to keep track of clues. It's a pity that you're limited to just one human player, though, as bringing a chum in on the action would spice things up a little.

AMIGA 76%

Drip (Shareware)

Amiga • 512K • 17 Bit Software
PO Box 97,
Wakefield WF1 1XX
☎ 0924 366982

I knew we should have got the upstairs loo fixed. The only way to win is to flood your opponent's room and drown them. Not very nice, are you?

Water palaver! The ceiling's leaking and all you've got to clean up the mess is a manky old bucket. Luckily, your opponent's in the same predicament, and there's a little pipe leading right into their room. Now, you could always empty the slops through that and let your opposite number deal with the problem...

The object behind *Drip* is, quite simply, to make sure your opponent drowns before you do. Your bucket can only hold a limited amount of the drips that fall from the ceiling, and the best way to empty it is through one of the two pipes at the edge of your playing area and into your neighbour's room. When either one of the rooms is full, then it's game over.

As well as water, there are a few bonus goodies that fall from the heavens. A cork will prevent water being emptied your way, your bucket can be expanded to hold more volume and a rain cloud gives your opponent something to think about.

One or two players can take part. In a one-player game, your opponent is computer-controlled and plays an averagely-intelligent game, but it's not really any match – nine times out of ten you'll beat it.

Drip is a simple game, and there really isn't really much to it at all. There's only one level, and the computer doesn't put up much of a challenge – once someone's won it's back to the menu screen. It's unlikely that you'll be coming back that often for water-based frolics.

AMIGA 44%

Insanity (Shareware)

PC • 640K • C1018 • Testware
UK Ltd, 46 The Avenue,
Harrogate, Yorkshire HG1 4QD
☎ 0423 886415

Take me into *Insanity*. Actually, the thing likely to drive you most insane about this game are the dreadful sound effects on the title screen.

The game itself is, thankfully, silent apart from a few clicks and warbles. It's a maze game. Your mission is simply one of escape. The graphics aren't up to much – the PC's standard character set makes up all the pretties. This may have been OK a few years back, but not really acceptable now.

Movement is by the keyboard. Unfortunately the game uses the PC's built-in keyboard routines, and so there is a small delay before the keys start to repeat. This is balanced, to a certain extent, by the 'intelligent' movement routines. If your character hits a wall he will automatically change direction and walk parallel to the wall without you having to press any keys.

There are a few bits and pieces to help and hinder you. Extra lives, instant death and terrible rap advice from an unseen but friendly wizard. (Actually, they're just poems, not rap at all, but they do sound terrible if you try and rap them.)

Baddies consist of smiley round faces, just like yours, in fact, only in another colour. Their movements are pretty random but should one pursue you when you've run out of bullets then fleeing is pretty useless (unless you're lucky and it takes a wrong turning) because when you reach a corner and hit the appropriate key to turn, it takes so long for the computer to register the change in direction that you're as good as history.

You do get to meet other characters in the game that present different types of puzzles. The chocolate fiend is one such encounter. You have to answer questions about her colour, her favourite type of chocolate and other such nonsense. It's more about luck than skill whether you guess correctly.

Bad graphics don't make for a bad game. Not as rule, anyway. But this is repetitive and boring. It takes ages to get anywhere, not much happens and there aren't enough surprises to speak of. Any incentive you had to play in the first place fades quite rapidly.

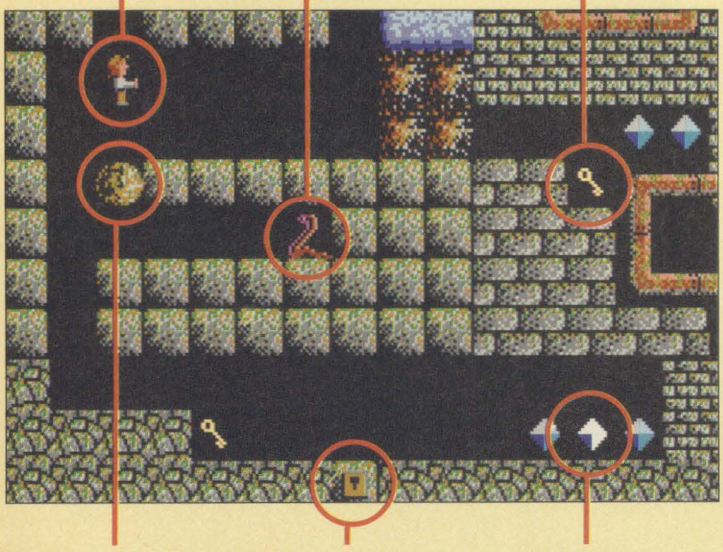
PC 38%

cont. on p46

It's little old you, fresh into the pyramid on level one. Who knows what perils befall you? You'll find out – the hard way!

Watch out! It's a spitting serpent, but these baddies are pretty tame compared to the nasties you'll meet on later levels.

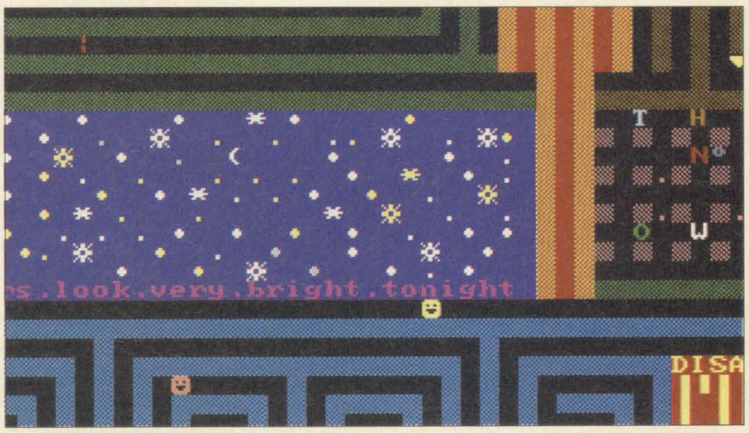
Collecting keys is what the game is all about. These ancient Egyptians sure know a thing or two about home security



Boulders have a number of uses. In this case you'd be wise pushing them in the path of that spitting serpent. Do or die

Help! Let me out! This leads to level two, but you'll need to unlock it first by collecting all the keys on the level

Diamonds are a fellow's best friend. It's not necessary to collect them all, but it keeps the bank manager smiling



This game will drive you insane! Will you make it through the halls of the labyrinth? Do you care?

Is it a shoot-'em-up? Is it a maze game? Actually, it's bit of both. Shoot the symbols on the left to move the marker on the right. It's an odd mixture, but it works!

cont. from p45

X-IT-50 (Licenceware)

Amiga • 1Mb • Plus compatible
LPD19 • Déjà Vu, 25 Park Road, Wigan, Lancashire, WN6 7AA
☎ 0942 495261

It's one of those questions that always seems to be asked at 4 o'clock in the morning by students after too much to drink and a curry: what, exactly, is the meaning of life?

X-IT-50 claims to have the answer. But first, you'll need to get through 50 levels of manic mayhem before you'll be enlightened. Damn! I just knew there'd be a catch!

It's a curious mix of shoot-'em-up and maze game. The screen is split vertically. On the left-hand side you have a laser cannon. Symbols fly across the top of the screen. Four of these symbols are arrows, and shooting them influences what happens on the right.

Here you have a little blob. The idea is to collect a number of keys which will open the way to the exit for the next level. There are walls, teleports and black holes to negotiate, getting trickier as the levels progress.

Here we get to the crux of the whole thing: you have to manipulate the blob by shooting the right targets. Because they move at different speeds there's a danger of hitting the wrong one and therefore making silly mistakes on the other side of the screen. A novel twist!

Add time limits and limited ammo, both of which are replenished by hitting the right targets, and you have an original game made by combining two old genres. Although the levels themselves are quite straightforward once you get the hang of it, at least in the early levels, it should take quite a while before you discover the mysteries of the universe. I wonder if the answer's going to be 42?

AMIGA **78%**

Robomaze III (Shareware)

PC • CGA • Advantage
56 Bath Road, Cheltenham, Glos GL53 7HJ
☎ 0242 224340

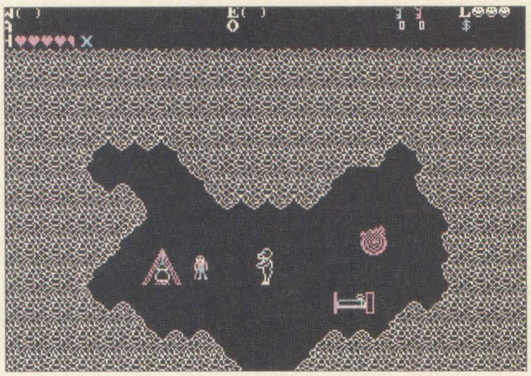
Being a technologically advanced, cromoly coated death machine's all very well – until you find yourself alone and unarmed on a hostile planet. You're about as much use as Arnie Shwartzenegger at his nappies stage. Still there's a reason for your presence: there's an evil empire to overthrow.

Lots of very well-armed, but very stupid, creatures of various kinds are out for your hydraulic fluid. Not everybody's bad though – there are friends who'll give you helpful advice such as where you can expect to find weapons and so on.

You roam around the landscape, looking for goodies for help and running away from baddies – it's wise to scarper even when you do manage to arm yourself; the sword you get at first is a load of rubbish.

Which rather neatly describes *Robot*. The graphics look dated and are poorly animated. OK, so it's a CGA game, but even so, it's possible to do much better. Getting tooled up does you no favours, and boredom set in before you even get round to doing too much exploration.

PC **52%**



"'Scuse me. Can you tell me where I can get a repeating nuclear death cannon? No, but you know where to get a blunt sword. Ta."

One Night in Sweden (Shareware)

PC • CGA • Advantage
56 Bath Road, Cheltenham, Glos GL53 7HJ
☎ 0242 224340

A murder's been committed, and it's down to you to find out whodunnit. There are five suspects; who they are depends on whether you customise the game to suit your desires. If you leave it at it is, the suspects are a shifty bunch of Swedish dudes, but you can stick in the names of anyone else you like – friends, enemies, film stars, the firemen from *Camberwick Green*, the choice is yours.

You have to use your interrogation skills to find the identity of the culprit, whether that means using tact, charm or being one of the lads, to piece together the all-important info.

My first encounter was with a girl in a bar. Chatting her up seemed to be the obvious choice. She didn't seem too impressed with my efforts, though. Maybe I shouldn't have started off the conversation with: "Your place or mine, darlin'?" Oh well, such is life.

Basically, it's a case of asking the right questions to get a favourable response from the person you're interrogating. The problem is that the game originates from Swedish. A lot of the options you're given don't make an awful lot of sense due to the poor translation. And once you get on the wrong track then you may as well give up.

There's a fair amount of thinly-disguised inuendo, and some of the language used in parts of the game, while not obscene, can be a little bit colourful at times.

It's quite fun for a while, though, even if you don't get anywhere with the babe in the bar.

PC **64%**

cont p4

All I have to do is sweet-talk this chick into giving me some vital information about who committed the murder. She fancies me, I can tell

Say something intelligent.
1:Do nothing.
2:"E = M * C2 ... I think."
3:"Do you like Sartre ?"
4:"Do you prefer C.S.Lewis to Strindberg ?"
5:"What's the square root of 435.23 ?"

Things are going well in *One Night in Sweden* – I've got back to her apartment. What should I say now? Nothing from this list!

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1275 - Opti Comms, the very comms disk available.
1417 - Graphics Construction disk, everything you need to create your own pics.
1046 - Shapes, a game by Mike Archer, in the style of Tetris with a few twists.
1240 - A superb arcade perfect Asteroids, get hooked and play it forever.
1420 - The latest Games comp from Gary Henderson, top PD games (about 10)
1119 - Pixelled pleasure, stunning demo that will amaze no end.
1477 - A superb platforms game of very high standard, addictive beyond belief

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If you want a PD disk not shown, we probably have it anyway, if not we will obtain it for you in a few days....

PLEASE HELP US TO HELP YOU, PLEASE QUOTE YOUR MEMBER NUMBER, (IF YOU HAVE ONE)....

cont. from p46

The best of the rest • The best of the rest • The best of the rest

Games give a bit of light relief from all that work, work, work. And the public domain has just as much to offer as games that'll cost you £30 or more in the shops. Check out the games that scored the best in our first three issues...

PC

❶ Commander Keen 4 — Issue 3 — 96%

PSA, 10 High Street, Tadlow, Royston, Herts SG8 0ES ☎ 0767 23302

The second series of *Commander Keen* games. Can you save the galaxy single-handedly? Great graphics and loads of surprises.

Classic galaxy-saving action in *Commander Keen 4*

❷ Duke Nukem — Issue 2 — 94%

PSA, 10 High Street, Tadlow, Royston, Herts SG8 0ES ☎ 0767 23302

Huge platform game. Enter the evil dictator's fortress and teach him a lesson he'll never forget. Plenty of things to see and destroy.

❸ Hugo's House of Horrors — Issue 1 — 92%

Classic Shareware, 23 Fieldhead Close, Ponefract WF8 2ED ☎ 0977 794876

Brilliantly funny adventure game where your animated character mimics your actions on-screen as you type them in. He walks, he talks and he dies a lot too.

❹ Monuments of Mars — Issue 2 — 88%

PSA, 10 High Street, Tadlow, Royston, Herts SG8 0ES ☎ 0767 23302

Arcade game set on the red planet that's packed with puzzles. You'll die plenty, but there's unlimited lives so you can keep on going for ever…

❺ Captain Comic — Issue 2 — 85%

Eigen PD, PO Box 722, Swindon SN2 6YB ☎ 0793 611270

This is one big game. Your superpowers are limited, but there are lots of things to pick up to make them better. Cartoon graphics add to the atmosphere.

❻ Ground Wars — Issue 1 — 85%

Advantage, 56 Bath Road, Cheltenham, Glos GL53 7HJ ☎ 0242 224340

Two-player warfare game based in the Gulf. You have to take apart your opponent's tanks and military targets before they do the same to you.

❼ Columns — Issue 2 — 83%

CIX Bulletin Board ☎ 081-399 5252

Tetris-style puzzler where you have to form horizontal, vertical or diagonal lines of the same colour to get rid of the blocks. Addictive, manic, fun!

❽ Joust — Issue 1 — 83%

Academy Software, PO Box 65, Herne Bay, Kent CT6 8YZ ☎ 0227 360808

The classic game where you're sat astride giant birds and have to dismount your enemies by knocking them off from a greater height. Addiction factor 10!

❾ Jumpman Lives — Issue 2 — 80%

PSA, 10 High Street, Tadlow, Royston, Herts SG8 0ES ☎ 0767 23302

Not that hot to look at – in fact the graphics are archaic – but pick up that joystick (or keyboard) and you won't be putting it down for a while!

❿ Commander Keen — Issue 1 — 78%

Classic Shareware, 23 Fieldhead Close, Ponefract WF8 2ED ☎ 0977 794876

The first series of games featuring the under-aged space hero. Rebuild your home-made spaceship that's been stolen by nasty aliens.

ST

❶ Llamatron — Issue 1 — 96%

Llamasoft, 489 Mount Pleasant, Tadley, Hants

Manic blast with hundreds of levels and even more llamas! Kill all manner of unlikely enemies to progress through the levels. It's weird, wacky and, quite simply, wonderful!

❷ Ozone — Issue 3 — 94%

Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

Brilliant-looking arcade game with playability to match. Can you get your round-but-cute blob to the exit safely? Oh-so-cute graphics complement the gameplay.

❸ Douglas Rockmoor — Issue 1 — 91%

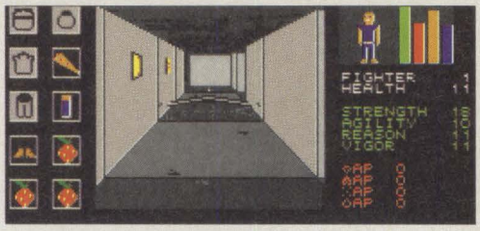
LAPD,80 Lee Lane, Langley, Heanor, Derbys DE7 7HN ☎ 0773 761944

Boulderdash clone that's more fun than Christmas. It's slightly spoiled by slow scrolling that doesn't keep up with the action, but what the heck, it's fun!

❹ The Mystic Well — Issue 2 — 88%

30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0734 452416

Dare you dare the depths of *The Mystic Well*? 3D hack 'n' slash game, in the style of the full-priced classic *Dungeon Master*, that will keep you going for ages.



Hack 'n' slash your way through *The Mystic Well*

❺ Valgus2 — Issue 2 — 84%

Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736

Tetris takes on a new edge, well, four edges, actually. Played around a central square, the blocks fall towards the centre of the screen. You form rings instead of lines.

❻ Robotz — Issue 1 — 84%

Jennix PD, 66 Abbey Road, Strood, Rochester Kent ME2 3QB

Robotz have taken over your spaceship. Looks like you'll have to kill them all then. Very pretty-looking game, but not really as frantic as it could be.

❼ Wortris — Issue 1 — 78%

Michael Andersson Tjärdalsgränd 11, 18341 Täbx, Sweden

Cream of the crop of the *Tetris* clones. It's pretty much a straight copy of the classic, but that's not a bad thing – it means it has plenty of playability.

❽ Exodus — Issue 2 — 77%

Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736

Multi-directional scrolling shoot-'em-up. Destroy all the targets on the planet's surface to reach further levels. Scrolling is slow, but it's quite good fun.

❾ Hotshot Checkers — Issue 3 — 72%

PD.ST, 95 Elton Road Sanbach, Cheshire CW11 9NF

Draughts game that doesn't look all that hot (in fact it *looks* dreadful!), but makes for a pretty dastardly opponent. It thrashed us all!

❿ Ballblazer — Issue 2 — 68%

Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736

Bounce along the windy and pot-holed road without falling off. Two-player mode allows you to race head-to-head against one another.

Amiga

❶ Llamatron — Issue 1 — 96%

Llamasoft, 489 Mount Pleasant, Tadley, Hants

The classic ST game is also available on the Amiga. Blast coke cans, telephones, toilets and stranger things with your death-spitting llama.

❷ Hypnotic Land — Issue 2 — 94%

Déjà Vu, 25 Park Road, Wigan, Lancashire WN6 7AA

Put the correct-coloured balls into the right cups as they roll down a conveyor belt. Starts off easy, but soon gets very tricky indeed. It's bodacious, dude!

❸ Super Amidash — Issue 2 — 94%

Amiganuts, 169 Dale Valley Road, Holybrook, Southampton SO1 6QX ☎ 0703 785680

Boulderdash clone that has everything the original had and a lot more to boot. A lot of the levels are the same, but there's plenty of new ones to challenge you. Unmissable!

❹ Cabaret Asteroids — Issue 1 — 90%

Software Expressions, Hebron House, Soin, Bedminster, Bristol ☎ 0272 637634

Carbon copy of possibly one of the finest arcade games ever. Blast the rocks to pieces or they'll do the same to you. More playabilty than many more modern games.

❺ Amigoids — Issue 1 — 90%

Software Expressions, Hebron House, Soin, Bedminster, Bristol ☎ 0272 637634

Another *Asteroids* clone. Just as playable but with souped-up graphics and a few new twists. The only problem is: which one do you choose?

❻ Cyad — Issue 1 — 90%

Déjà Vu, 25 Park Road, Wigan, Lancashire WN6 7AA

Not technically brilliant, but it's one of those games that just works. Gobble all the diamonds on the screen to complete the levels.

❼ Seven Tiles — Issue 1 — 90%

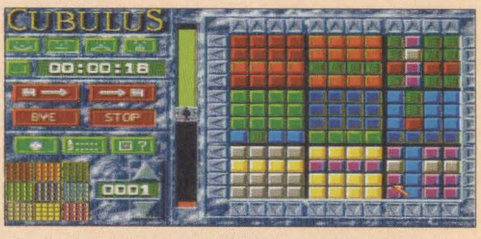
NBS, 132 Gunville Road, Newport, Isle of Wight PO30 5LH ☎ 0983 529594

Fast and furious footie sim set in the next century. Pretty much ignores all the rules of conventional soccer, which is probably why it works so well.

❽ Cubulus — Issue 1 — 88%

NBS, 132 Gunville Road, Newport, Isle of Wight PO30 5LH ☎ 0983 529594

Puzzle game based on the Rubik's Cube. Get all the 'faces' the same colour and you've cracked it. A tricky teaser that'll torment you!



It's all gone horribly wrong! *Cubulus* is a real brain bender

❾ Bug Bash — Issue 1 — 88%

Amiganuts, 169 Dale Valley Road, Holybrook, Southampton SO1 6QX ☎ 0703 785680

Picking up litter can actually be fun as *Bug Bash* proves. Tidy up the garden, but watch out for the over-sized insects. Very good looker with mega-cute graphics.

❿ Ladybug — Issue 3 — 85%

Slave PD, 4a Luffmen Road, Lee, London SE12 9SX ☎ 081-851 8082

Roam around the maze, eat the grub but watch you don't end up as the main course!

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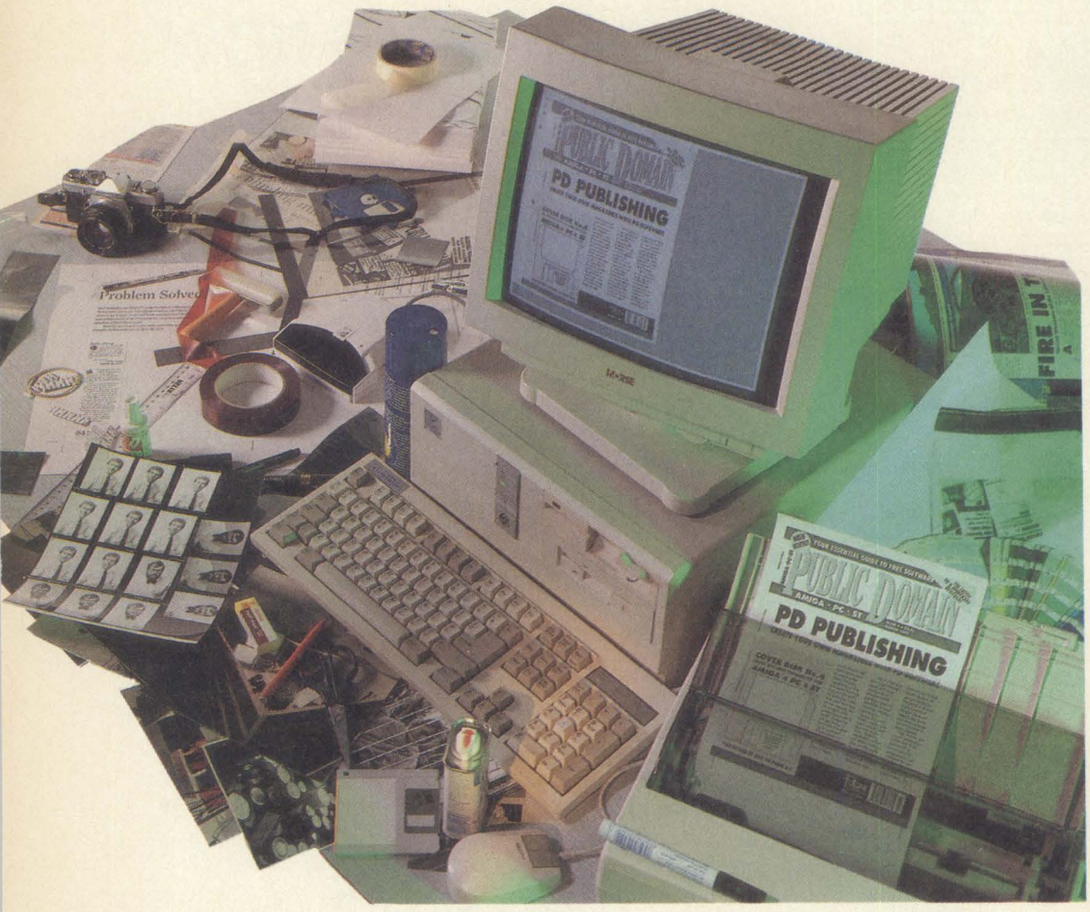


Trash that typewriter, put away that paste pot and scrap those scissors. PD and shareware desktop publishing packages mean that fanzine editors can produce pages with a more professional look on a budget. Nial Grimes checks out publishing the PD way...

Pop into any high street newsagent and you'll be presented with a choice of hundreds of magazines covering just about every computer from the Spectrum to the Macintosh. This hasn't always been the case; in the dim and distant past when computers were considered to be nothing more than a five minute wonder and Kylie Minogue was still in nappies, there just weren't any magazines to support the emerging hobby.

The computer enthusiasts' solution to this problem came in the form of the fanzine. A fanzine (short for fanatics' magazine) is quite simply a magazine written by enthusiasts, for enthusiasts which can cover anything of interest to the magazine's readership. Fanzines needn't necessarily be about computers – absolutely any subject can be covered.

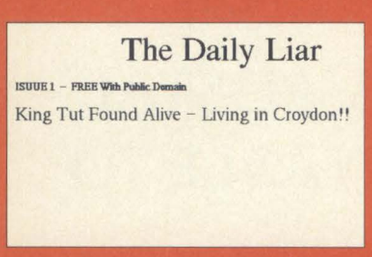
The majority of fanzines can't hope to compete with professional magazines in terms of circulation, but that doesn't stop them being good or readable. Undoubtedly the best and most successful 'zines are those that take a totally different approach or provide a twist on a topic covered by an existing magazine. But by their very nature, fanzines are produced on the cheap, as the people who produce them can't afford expensive printing and typesetting equipment. This is where a 16-bit home computer and the public domain and shareware can offer the wallet-friendly solution.

Developments

The main problem with early fanzines was the print quality. Often without illustration and occasionally hand-written, early efforts were quite limited! This did improve slightly as computer printers became more affordable, and word processed text became the norm.

But then, suddenly, everything changed and

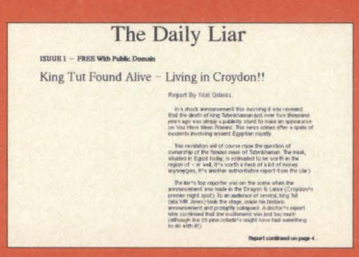
Doing the Foxtrot – step-by-step guide to designing a page with AmigaFox (Amiga – PD


The Daily Liar

ISUUE 1 – FREE With Public Domain

King Tut Found Alive – Living in Croydon!!

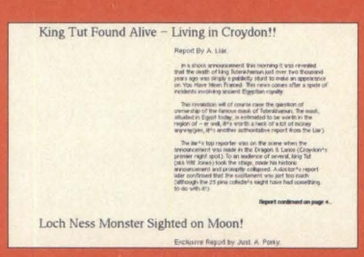
1 Having made a rough sketch of what you want the finished page to look like, type in the main headlines and style them up – ie, what font and what size you want them to be


The Daily Liar

ISUUE 1 – FREE With Public Domain

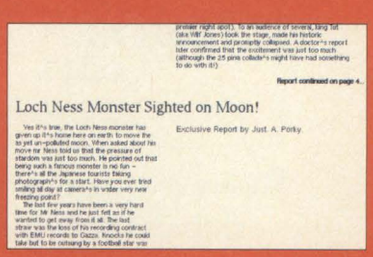
King Tut Found Alive – Living in Croydon!!

2 Reset the font style and add the first body text and the writer's name. Use *AmigaFox*'s tabulator to put the text when you want it horizontally leaving space for a picture

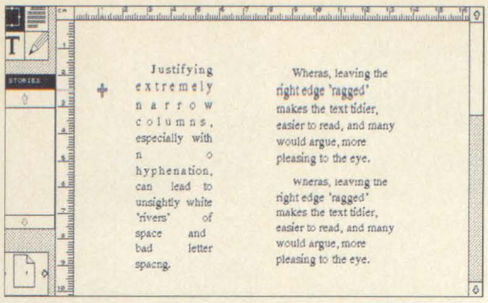

King Tut Found Alive – Living in Croydon!!

Loch Ness Monster Sighted on Moon!

3 Next lay in the second sub-headline making sure to use the same point size and font as the first. This gives the page a uniform, tidy design which more inviting to read


Loch Ness Monster Sighted on Moon!

4 Add in the first column of body text taking care to 'overlay', thus not destroying the existing text. Remember to write the text in columns to make it easier to read


Justifying extremely narrow columns, especially with no hyphenation, can lead to unsightly white 'rivers' of space and bad letter spacng.
Wheras, leaving the right edge 'ragged' makes the text tidier, easier to read, and many would argue, more pleasing to the eye.
Wheras, leaving the right edge 'ragged' makes the text tidier, easier to read, and many would argue, more pleasing to the eye.

Justification, when used on narrow columns, can make for untidy, difficult to read text

publishing took arguably the biggest step forward since the introduction of the printing press! The cause of this upheaval? The arrival of desktop publishing.

No longer was it necessary to spend hours of mind-numbing work, slaving over millions of tiny characters to prepare a single page of text. As with all truly brilliant ideas, the concept of desktop publishing is devilishly simple, and in many ways can be compared to laying out a page manually. For example, moving blocks or 'frames' around a computer screen could be loosely likened to the more traditional 'cut and paste' method of typesetting (which involves literally taking columns of typeset text and illustrations and pasting them to a sheet before duplication).

"If it's so darn simple, why didn't anybody think of it sooner?" you might ask. The fact is that the sort of power you have in your ST, Amiga or PC today was in the realms of fiction just 12 years ago; from a purely hardware point of view desktop publishing was not a viable proposition.

The real advance came with the release of 16-bit machines, in particular the Apple Macintosh. This sported the world's first 'graphic user interface' (or GUI) based on human instinct research carried out by Xerox (allegedly!). To you and I it meant it was easy to use, and above all, lent itself very well to the graphics-based task of desktop publishing.

Variants of this technology can be found on the ST, Amiga and PC today. Desktop publishing finally became a reality for the man in the street and that includes the budding fanzine editors.

But surely the public domain can't offer affordable desktop publishers? After all the commercial versions cost hundreds of pounds.

The fact is the public domain does offer publishing solutions! True, you are unlikely to find the likes of *XPress* or *Pagemaker* for a couple of quid, but it has to be doubted whether either Quark or Aldus would allow you to try their packages for as long as you like and base the final price on a voluntary donation! The fact that public domain is cheap does not mean it isn't functional as the walk throughs in this feature show.

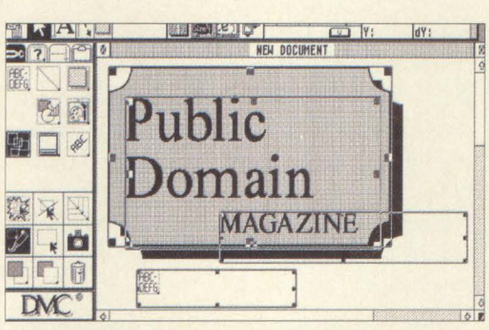
Text Preparation

So you've got a computer, you've got your DTP package and you've got a bunch of ideas for features, but you're still a long way from producing a fanzine that other people will want to read.

Designing a fanzine falls naturally into two stages: Text preparation (ie, actually writing the articles), and layout (arranging the text on a page in an attractive, readable way), Both are equally important. A magazine with awful body text and excellent layout does not stand a chance in a competitive market and vice versa.

Writing an interesting, lively feature or review doesn't necessarily mean you have to be William Shakespeare – anyone with an interest in the topic they are covering can write an article. The beauty of the fanzine is allowing enthusiasts, who wouldn't usually have the chance, to put pen to paper; the readers aren't going to expect perfection.

The prospect of writing maybe 3,000 to 4,000



Desktop publishers such as *Calamus* use a frame-based system not dissimilar to laying out a page manually

Ten top tips for publishing perfection

1. Well-composed, well-spelt text gives a magazine credibility. Use one of the many spell checkers available in the public domain and make sure somebody else reads through your text before publication

2. Use fonts sparingly – too many typefaces and point sizes make a publication look trashy. A sensible aim is one headline, one sub-head and a body font, although even less is acceptable

3. Avoid cursive fonts. This will largely depend on your publication but generally speaking cursive fonts have their place – it's just not in magazines. Most magazines stick to the rule of a sans serif body (such as Futura as used in *Public Domain*) with serif headlines (such as Times Roman or Garamond)

4. Pages of unbroken text make for a boring read. Try to break the information up into manageable chunks by using subheadings and enlarging quotations from the body text – these are called call-outs

5. Pictures add interest. A picture can say a thousand words, or so the saying goes. Think about it – how many publications do you know without any illustrations?

6. Text spanning the whole width of the page is difficult to read. Proper use of columns can not only make the page look more attractive, but make it easier to read as well!

7. Boxouts, small snippets of information and charts add life to a feature and can serve to draw the reader into an article he may not have even been thinking of reading!

8. Avoid the temptation to squeeze as much text as possible on to the page. This can make the text appear cramped and will invariably reduce the readability of your magazine

9. Future Publishing sells more computer magazines than any other publisher in Britain. The best examples of all of the above points are in existing magazines. Take your tips from the professionals

10. And finally, the most important point: Have fun!

cont. on p52

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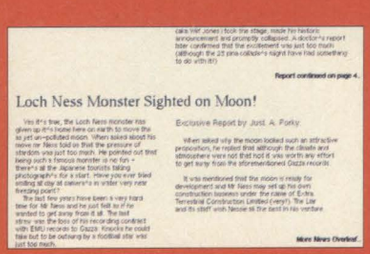
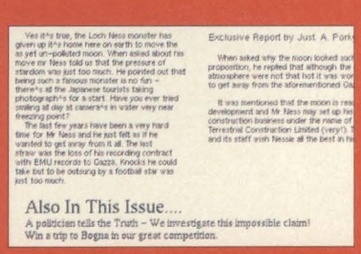
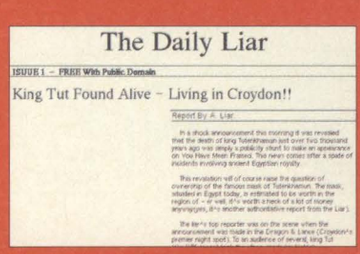


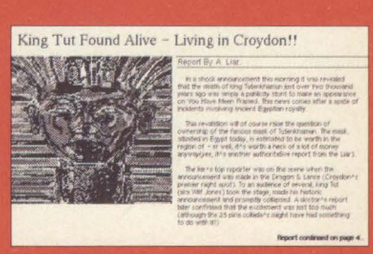
5 Overlay the second column of text, once again using the tabulator. Make sure your text is slightly lower down the page than the first column, to avoid clashing with the writer's by-line


Also In This Issue....
A politician tells the Truth – We investigate this impossible claim!
Win a trip to Bogna in our great competition.

6 We want the reader to look further than the front cover, so we add a boxout at the bottom of the page highlighting some of the exciting, main features



7 In order to make the page a little less confusing to read add some lines to guide the reader from column to column. Also add frames to any boxouts you have created



8 Finally place the picture (either drawn with *VDraw*, or, as in this case, imported from *Deluxe Paint*) in the glaring white space you left earlier. Fleet Street here we come!

Bust that jargon

FONT/FOUNT – Sometimes known as a typeface, a font is a complete set of characters in a certain style. Fonts are usually subdivided in to two other categories: Serif – those with a small curve (or serif) on the end of each character, and Sans serif – those without serifs

CURSIVE – A term used to describe a 'fancy' font; sometimes similar in look to handwriting. Cursive fonts usually look excellent but are almost impossible to read in small sizes

JUSTIFICATION – The process whereby text is padded to give a straight right hand edge. Justification is a matter of taste but can cause 'rivers' when used on narrow columns

RIVERS – Paths of white that run down the page when too much space is used between each word during justification

CLIP ART – A universal term used to describe graphics that can be imported into your document

POINT SIZE – A typesetting term used to describe the size of a font. One point is 0.0138 inches

DPI – Dots Per Inch. Usually used in describing the resolution of a printer

LEADING – The distance between one line of text and the next

cont. from p51

words may seem daunting if the longest thing you've ever written is a shopping list – it needn't. Just remember that a feature shouldn't be just a ream of sentences in one long block. Thousands of words of pure body text are boring to write and difficult to read.

There are several ways to lift the monotony of pages and pages of plain text. The obvious way is to include subheadings; this breaks the text up into manageable chunks and the task looks less daunting already. Tables, charts and other 'bite size' pieces of information are also valuable in making the article easier to read – these are commonly known as 'boxouts' and can contain anything related to the article. You may be surprised, for example, to find that this feature (being about five thousand words in length) contains only 2,000 of body text; the other 3,000 or so is made up of boxouts and reviews!

Having prepared your idea (or outline) thoroughly, it's time (at last) to begin writing. Introductions can be a problem if you let them. The basic aim of any introduction is to arouse interest and this can be accomplished in several ways – a question for example. The main thing is that the introduction be within the understanding of your reader; he is unlikely to read any further if he can't understand the first paragraph!

Once the introduction has drawn the reader in, the body text should take over and begin to make the main points of the article. Again, it's important to keep the attention of the reader so each sentence

"With the arrival of DTP, the publishing industry took arguably the biggest step forward since the introduction of the printing press."

must count. Cutting the waffle doesn't mean you need to lose a chatty style – it's the difference between a clear, concise article that makes the point and a long winded article which is boring to read.

The conclusion will depend largely on the type of article being written. A games review might sum up the game's strength and deficiencies and a how-to article might stimulate the reader to action.

Second only to the importance of actually writing the text is editing. The role of the Editor is to weed out all the spelling mistakes and grammatical errors. Nowadays spelling is not such a major problem thanks to spell checkers. But remember, a spell checker will presume that the word 'there' is correct when in the sentence, 'They took there towels with them,' it obviously isn't.

The other chief concern of an Editor is readability. When a journo sits looking at the screen through his rose tinted spectacles, the errors just don't seem to be there – it's the Editor's job to check that everything makes sense and reads well before publication. Both well-spelt text and good grammar give credibility to a magazine.

Layout Without the Outlay

Page design can make or break a magazine. The goal of every production team is to produce an easy-to-read, attractive magazine that will appeal to the reader. There are no hard and fast rules as to what looks professional but for the majority of publications the guidelines are more or less the same.

The main consideration is once again readability. After all magazines are sold to be read

Getting it all down on paper

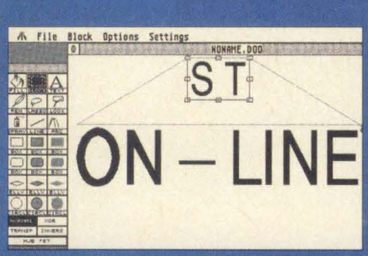
Prince or pauper, there's a printer to suit your needs, but with such a baffling range available, what should you look for?

● **DOT MATRIX** – Still the most popular printer available, the dot matrix comes in two flavours: 9-and 24-pin. 9-pin printers produce an acceptable resolution of 240 dots per inch (dpi), while a 24-pin can produce anything up to 360dpi! Although these figures appear to give 24-pin printer a higher resolution than a laser printer, the method of printing (ie pins striking the paper) means that the print quality does not approach that of a laser or inkjet.

● **Inkjet** – Inkjet printers produce an image by squirting a tiny blob of ink onto the paper. This is not a new idea, but it is only recently that manufacturers have made the technology reliable enough to be worth considering. The advantages of inkjet printers are obvious: low cost, a noise level that no other printer can match and with a resolution of 300 to 360dpi, quality very nearly equal to a laser.

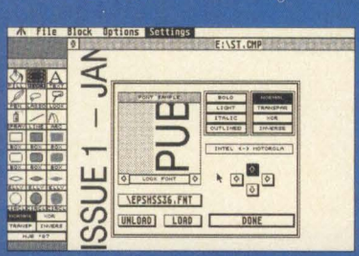
● **Laser** – The best and most expensive type of printer. The laser still rules supreme in terms of quality and speed, although not in terms of price. Most lasers will cost at least three times as much as an inkjet and in many cases, more than the system to which they are connected! Laser printers will usually have several 'emulations' to allow them to behave like other printers – the most popular being the Hewlett Packard LaserJet 2 or 3.

ST Publishing Goes Public – how to lay out pages with Public Painter (ST – PD) Mono only

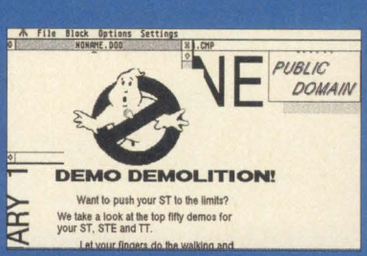


1 First make a suitably impressive logo for your fanzine by stretching the letters ST into a triangle – *Public Painter* is great for producing stunning graphical effects

2 Obviously, the fact that the magazine is free is a bonus, so shout about it. Boxout the text and, by using the filled frame feature, give the box a shadowed effect



3 Set the font and angle to 180 degrees and type the issue number along the side of the page. This will attract attention when among other magazines on a shelf


File Block Options Settings
NONAME.DOO
PUBLIC
DOMAIN
DEMO DEMOLITION!
Want to push your ST to the limits?
We take a look at the top fifty demos for your ST, STE and TT.

4 The article on demos is our main feature. This should be the focus of the page, so, having laid in the text, import a nice piece of clip art to draw attention to this

and enjoyed. There are several ways to improve the readability of a publication.

● **Blank space –** Trying to cram as much text on the page as possible is not a good idea. Take a look at the leading (space between the lines) on this page – surprised? Columns and wide leading both make a page extremely easy to scan. A decent border can also give the page a less intense atmosphere. Let the page breath.

● **Typefaces –** Possibly the biggest mistake made by the newcomer to DTP is that of over-using typefaces. The fact that the fonts disk with your desktop publisher contains over 100 fonts doesn't mean you have to use them all! Limited use of fonts gives a magazine a uniform design which would be spoilt by a mass of confusing, difficult-to-read typefaces. Most magazines tend to stick to a serif headline font with a sans serif body or vice versa.

● **Illustration –** Especially important when designing magazines is the use of illustrations. A picture always grabs attention and will, on a well-designed page, draw the reader's attention to the point being made. On a front cover for example, the main feature needs to be the thrust of the entire page.

There is a lot more to layout than meets the eye immediately, but all of the above points and most aspects of page design are best learnt from successful magazines. Never be afraid to borrow ideas on layout from professionally produced magazines, after all they are the experts. We won't mind; imitation is the sincerest form of flattery (but don't call your fanzine *Public Domain*, or else...)

The time has arrived for the PD publishing revolution to begin. The software is getting better every day and the future looks bright. Go ahead – public and be domained! PD

Amiga offerings

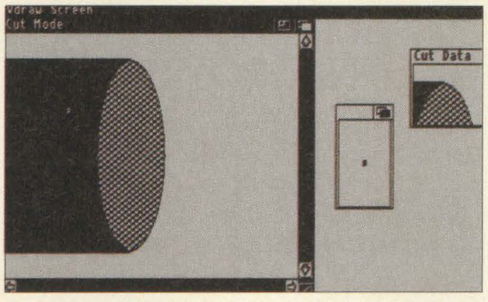
For such a hip and happening machine, the Amiga has a surprisingly small amount of publishing software in the public domain. Because the Amiga can offer such an amazing range of colours, the programmers seem more interested in producing whizzy paint packages instead. All this might get a bit depressing if it were not for one or two real gems available, as always, for next to nothing.

VDraw (PD)

Amiga • Amiga 500 Plus compatible
SOF112 • Softville PD, Unit 5, Stratfield Park, Elettra Avenue, Waterlooville, Hants PO7 7XN

As far as public domain software goes this one is a real antique, written way back in 1986. But don't let that put you off, it just so happens that *VDraw* is one of the few programs that enables you to use almost all of the Amiga's screen modes. The high resolution is ideal for designing clip art (where colour is not really a consideration).

The program makes the most of the Amiga's Intuition system (which means that Amiga programs have a similar 'look and feel' in areas such as pull down menus and windows). The main editing screen is split into three windows: one for your page layout, one for a cut buffer (where you store blocks which have been cut from the main screen) and the other for providing magnified close-ups of the page layout. This way you can look at the overall page at the same time as working on one small section of it.



If you're looking for colour look elsewhere, but for clip art and basic DTP functions *VDraw* is ideal

All the standard drawing functions are provided via the menu bar and it's simply a case of click and draw (or cheat and buy some disks full of clip art!) From the look of things, *VDraw* stopped fairly early on in its development and there are several options unavailable. Particularly annoying is the program's inability to save pictures in any format other than its own, although pics can always be saved in the standard IFF format by using a screen grabber such as *PicSaver* (see issue 1).

VDraw is quite specialised and as such will not suit everybody's needs; but for designing clip art and the like it's perfectly adequate. Worth a look.

AMIGA 55%

cont. on p54

In the picture

Illustrations are essential to magazine layout. Not only do they make the pages look attractive, they are also a signpost which indicates to the reader what the article is about and draws them in to the text. But getting pictures you want on to the pages of your fanzine is not always an easy task. There are various ways it can be achieved:

CUT AND PASTE – You can leave a space on the page then physically stick a picture into the space.

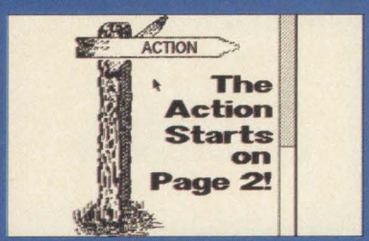
DRAW IT YOURSELF – Many DTP packages include basic drawing facilities.

CLIP ART – You can obtain from the public domain disks of ready-drawn pictures. These will come in all sorts of file formats (Degas, PCX, IFF, etc) so make sure that your DTP package can import them before you purchase any. Obviously the quality varies greatly – everything from black and white line art to full colour masterwork – but in many cases the clip art in the public domain will be as good as, if not better, than commercially available art.

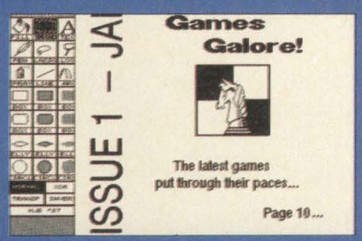
SCANNER – Hand scanner can be bought relatively cheaply, the cheapest around £80. They enable you scan a picture and turn into a file format (Degas, PCX, IFF) that some DTP packages may be able to import.

DIGITISATION – Digitisers are rather expensive pieces of hardware that enable you to digitise electronic images from your TV or a video. Again the pictures will be saved in various file formats, which may or may not be compatible with your DTP package.

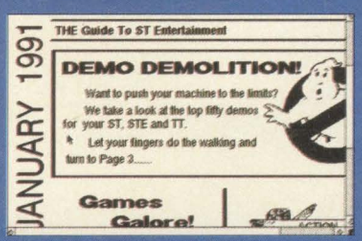
Available from Floppyshop ST, 45, Provost Graham Avenue, Hazelhead, Aberdeen AB1 8HB



5 Add an incentive to look further into the magazine. In this case, use another attractive clip – graphics make a cover really stand out and importing graphics is dead easy in *Public Painter*



6 Place the secondary feature in its position at the bottom left of the page. Centring the text is more attractive than aligning – or justifying – it to the left


THE Guide To ST Entertainment
DEMO DEMOLITION!
Want to push your machine to the limits?
We take a look at the top fifty demos for your ST, STE and TT.
Let your fingers do the walking and turn to Page 3.....
Games Galore!
JANUARY 1991

7 Finally draw in some well-placed lines and boxes to highlight your main feature and make the page more pleasing to the eye. Boxes can also guide the reader's eye around the page

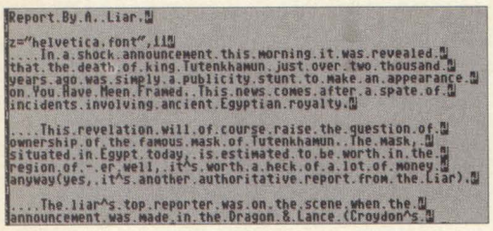
8 The finished article in all its glory. Notice how the main feature is the first thing to strike you as you glance at the page

nt. from
p53

AmigaFox DTP 1.0 (PD)

Amiga • A500 Plus compatible
U616 • NBS, 1, Chain Lane, Newport, Isle of Wight P030 5QA

At a measly 42K, *AmigaFox* must rate as the smallest desktop publisher ever written. The program itself owes its origins to a C64 package called *PrintFox*. The programmer made the natural



***AmigaFox*'s user-friendly front-end. Aren't you glad the command line is a thing of the past?**

transition to the Amiga and decided to use all the experience gained in writing *PrintFox* to produce a public domain publishing package for the Amiga called, surprisingly enough, *AmigaFox*.

AmigaFox is split into two main parts: the text editor and the graphics editor. Text is entered via the text editor and contains all formatting details such as fonts, margins, centring and justification. When the text is just right, it is then 'converted' to a graphics page which can be edited, added to or printed.

Drawing functions are of a reasonable standard including all the usual draw and fill options in a variety of styles. As yet, there is no provision for circles or ellipses.

Although it uses standard Amiga fonts, the program does not support the standard DOS drivers that come with Workbench. This means you can only print out using the drivers supplied with the program, which could be a bit constraining.

The package has several other limitations, one of which is that while pictures drawn in the graphics editor can be positioned anywhere, those imported from external sources must remain in the top left hand corner of the page. A German release of version 1.1 (provided on disk) cures this problem, and it can only be a matter of time before the English version arrives.

Problems aside, there is no doubt that *AmigaFox* is capable of producing some excellent results with the minimum of hardware, requiring only 512K of memory to run effectively. It might prove a little confusing for the inexperienced user but once the basic idea is grasped, the program is a joy to use. In a word, it's a winner!

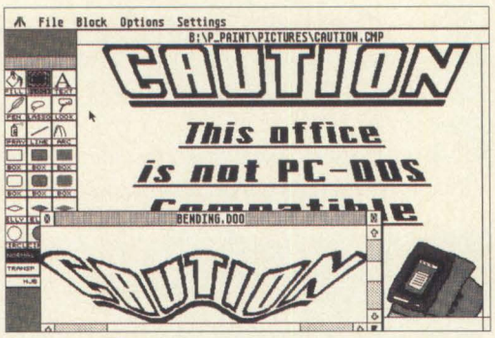
AMIGA **75%**

Publishing the ST way

Sometimes nicknamed 'Jackintosh', the ST seems to have more DTP style graphics software in the public domain than any other machine. The majority of this software, in common with most serious software available for the ST, is written in Germany and as a result it is not unusual to find that a mono monitor or emulator is needed.

Public Painter (PD)

ST (Mono) • Art 11m • Floppyshop ST • 45, Provost Graham Avenue, Hazlehead, Aberdeen AB1 8HB



Text a little bit boring? *Public Painter*'s block function will let you twist text to virtually any shape. I think I'm going to be sick

Public Painter attempts to bring some of the more advanced features available in most desktop publishers into an easy-to-use paint package. What you are left with is a hybrid package capable of producing some stunning graphical effects, but somewhat underpowered in other areas. Pages can be designed in A5 or A4 format and fonts used can be easily converted from the standard GEM format using the supplied conversion program. This opens up a whole range of public domain fonts which can be bought for little more than the price of a disk.

Public Painter's strength lies unashamedly in graphics, which it handles superbly. The basis for this is in the frame system which enables you cut a block from the screen and stretch, rotate, bend or even twist it to your hearts content. This works in exactly the same way for text and graphics, so that you can produce some quite spectacular effects for headlines and crossheads. The only problem with this system is the quality of the print-out, which is just a dump of what you see on screen.

A control panel and a set of extremely intuitive English menus guide you through the whole procedure, which is just as well, considering all the documentation is in German! In operation *Public Painter* can be a little quirky at times, but a few minutes of playing with the program will allow just about anybody to produce respectable results.

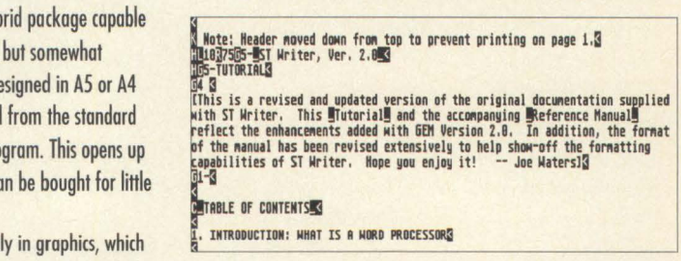
For those striking headlines and eye-catching graphics, *Public Painter* provides the ideal solution. But for clear no-nonsense text, something a little less graphics-orientated is needed: this sounds like a job for *ST Writer*.

ST **85%**

ST Writer 4.2 (PD)

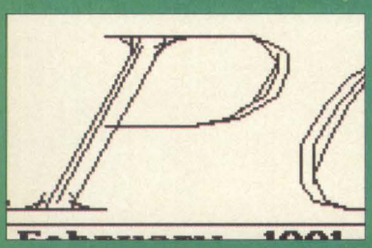
ST • WP 12 • Softville, Unit 5, Stratfield Park, Elettra Avenue, Waterlooville, Hants

In a bid to persuade Atari 8-bit owners to upgrade to the ST, Atari placed *ST Writer* (an upgrade to the popular *Atari Writer*) in the public domain. The program has come a long way since its release in 1986 and has taken on a lot of improvements along the way. In

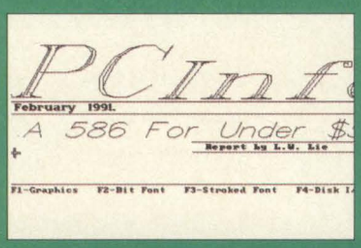

Note: Header moved down from top to prevent printing on page 1.
L1075R65
ST Writer, Ver. 2.0
HD5-TUTORIAL
Q4
This is a revised and updated version of the original documentation supplied with ST Writer. This Tutorial and the accompanying Reference Manual reflect the enhancements added with GEM Version 2.0. In addition, the format of the manual has been revised extensively to help show-off the formatting capabilities of ST Writer. Hope you enjoy it! -- Joe Waters
Q1
TABLE OF CONTENTS
1. INTRODUCTION: WHAT IS A WORD PROCESSOR

***ST Writer 4.2*: son of *Atari Writer*. High on speed and features low on user-friendliness, but worth the effort**

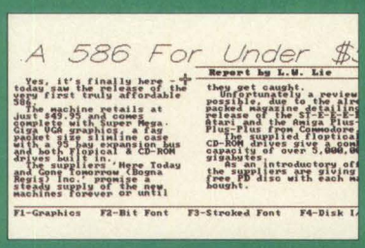
Type, Set, GO! – designing your fanzine with Typesetter PC (PC – Shareware) • Floppyshop, 45 Pro



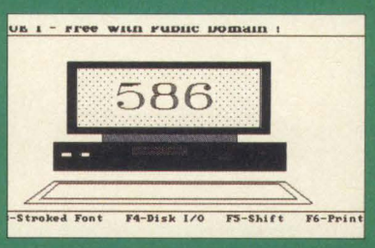
1 Initially, import and size a vector (or 'stroked') font for the main logo. In this case the font has also been given a 346 degree slant to make it look a bit more impressive



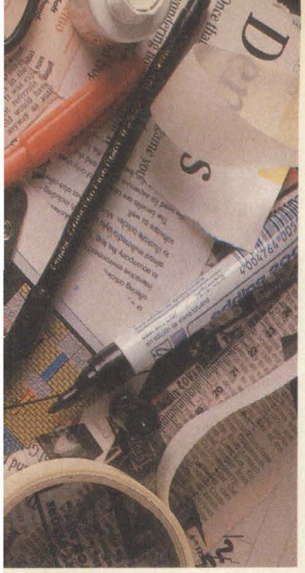
2 Using a second vector font, position your first sub-heading. If you get it in the wrong place there's no need to worry, as it can always be repositioned later on



3 Next add some body text. *Typesetter* does provide some text import facilities but unfortunately these are far from perfect; this text was typed directly on to the page



4 A rough sketch to illustrate what the article is about will attract the reader's attention. This was simply constructed using *Typesetter*'s in-built drawing tools



terms of user-friendliness, *ST Writer* seems to be stuck back in the 80s, but speed-wise, there is very little to touch it (and that includes commercial software!) A GEM interface has been added in recent releases which makes it a little easier to use, but all text formatting commands are still entered by using a system of keystrokes on the main editing screen, à la *Wordstar* and clones.

Over and above the speed benefits, the package is extremely flexible in allowing any number of layouts, all combined in a single page. This makes light work of headers, footers, altering margins and more importantly columns. In addition, a standard layout can be defined so that all the pages of your fanzine will have the same general appearance (ie page numbers in the same place, a set margin width, a set number of columns, etc).

ST Writer's extremely flexible layouts and provision for column printing make it one of the best free word processors available. Start publishing the PD way with *ST Writer*!

ST 90%

PD DTP on the PC

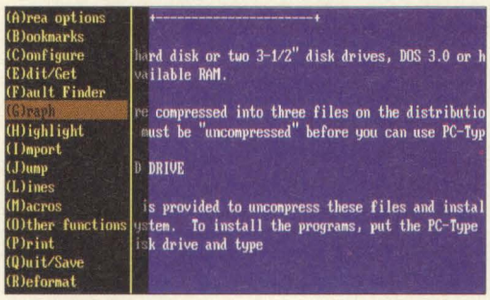
Those expecting to find the PC public domain brimming with publishing software will not be disappointed. There is a plethora of eclectic packages to produce anything from letter-heads to calendars to posters. This situation is unsurprising considering the PC is the standard business machine. So let's take a look at a couple of the choices available for the budding PC publisher.

PC Type 4 (Shareware)

PC •WPC79 • Softville Unit 5, Stratfield Park, Elettra Avenue, Waterlooville, Hants

PC Type 4 is supplied on four disks and is simplicity itself to install. Simply select the destination drive and printer and the program will make a home for itself on your hard disk. A hard disk is more or less essential for serious work although you can run the package on two floppy drives if necessary.

Almost any function you would expect to find in a commercial package can be found in *PC Type* including mail merge, labelling facilities, charting and the all-important graphic import. Graphics are imported in the standard Compuserve 'GIF' format and text can be flowed around either side of a boxout (a function some desktop publishers have problems with!) *PC Type* also breezes through



Powerful it may be but *PC Type* still relies far too much on an archaic command line, and could be more friendly

order forms, charts and practically any other stationery thanks to the inclusion of a flexible frame, or box-drawing, system.

If there is one criticism to make, it is that *PC Type* is just too complex for its own good. Later releases include the standard PC menu bar but the basis of the system still lies in the built-in custom command line.

PC Type has made a name for itself as the standard PC shareware word processor, and little wonder when you consider the range of features it offers. If your current word processor is looking a little underpowered you could do a lot worse than getting hold of a copy of *PC Type*.

PC 89%

Typesetter PC (Shareware)

PC • IBM66 • Floppyshop, 45 Provost Graham Avenue, Hazlehead, Aberdeen

A flexible typesetting system in the public domain? Well, not quite, but *Typesetter PC* does offer some quite sophisticated functions in an easy-to-use (or so the documentation says) shell.

The interface uses a mixture of mouse and keyboard commands and while it is quite well designed, a break with the traditional menu bar was not a good idea.

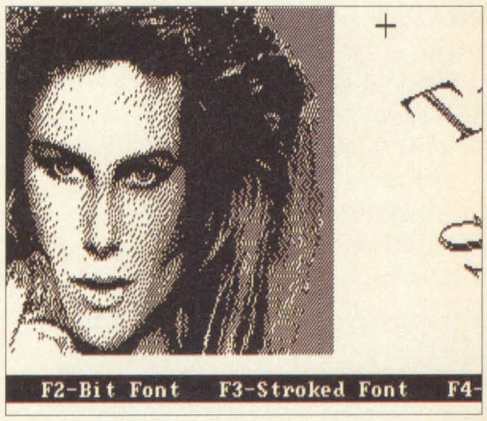
Unusually for a budget package, *Typesetter* provides support for vector fonts. This means that styles can be enlarged to virtually any size, slanted or even rotated without loss of detail. Two vector fonts, (a serif and a sans serif) are provided as standard and can only be described as 'interesting' – Adobe material they are not! Also, being a non-standard format means it is virtually impossible to use any third party fonts.

The program will only import graphics in a non-standard 'icon' format with a few examples provided on disk. Quite how you are supposed to use clip art supplied in any of the standard formats is a mystery, as you are unlikely to find any programs that will convert standard format files, such as IMG, to *Typesetter*'s peculiar icon format. So in terms of graphics you are a bit limited.

Possibly one of *Typesetter*'s best features is in the print quality. The shareware version only caters for Epson-compatible models but the output is outstanding; the printer being driven at its maximum resolution.

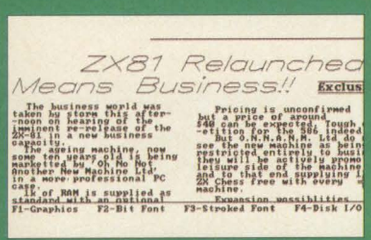
It seems a shame that such a potentially good, and simple-to-use, package is crippled by a non-standard interface, inflexible graphics import and some downright lousy fonts. The package was written by some ex-ST programmers and considering it was one of their first attempts on a DOS machine it's not bad. It just needs a bit of a rethink.

PC 60%

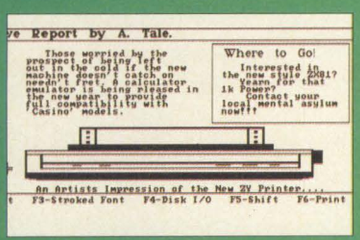


An attractive front end and incredibly easy to use – *TypeSetter PC* isn't bad either

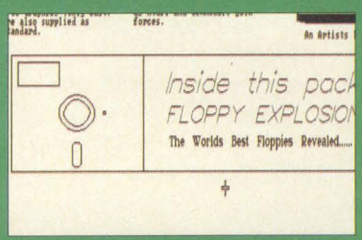
venue, Hazlehead, Aberdeen AB1 8HB



5 The second story is added using the same typefaces for the headline and body text as the first. Some guide lines are also placed to break the page up into more manageable chunks



6 Position a boxout to take up some of the blank space together with a piece of clip art which also helps the reader quickly identify what the article is all about



7 As an incentive to look further into the magazine, a second boxout is added, again with a suitable picture to indicate what the accompanying feature is about

8 Space the whole thing out to give the page room to breathe. It won't win any design awards, but think of the money you've saved!

Business & Applications

Whether it's a word processor, an electronic accountant or a job applications processor you're after there's a PD or shareware program that'll help your business run more smoothly at a price that won't put your accounts in the red. Jerry Glenwright tells you what's worth searching out...

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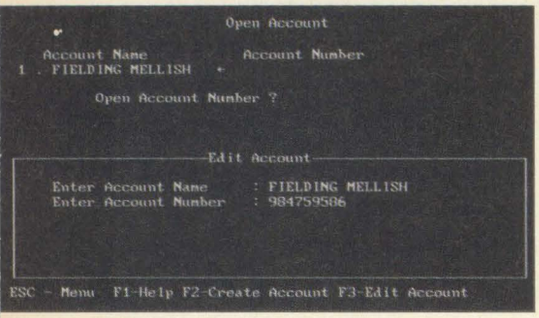
Trinity (Shareware)

PC • 640K • CGA • Hard Disk
Precision Software Applications, 10 High Street, Tadlow, Herts SG8 0ES
☎ 0767 23302

Despite the name this is *not* the omnipotent threesome who form the faith of many a christian up and down the land, but a powerful accounting package the simplicity of which will leave you reeling!

Wrap a disk drive around *Trinity*'s floppy, hack the program's name into the command line and seconds later you've got a fully-featured accountancy package up and running. If you absolutely *must* change the default set-up, you can do it from within the program by selecting the process as a convenient menu option. No boring set-up utilities, no nail-biting program configuration and absolutely no messing around with CONFIG.SYS and other DOS files. *Trinity* knows all the financial flim-flammery you're likely to want and offers the functions to provide it – and all from the moment you bang in the disk.



***Trinity*: a fast-updating system of pop-up windows combined with sensible menus mean that beginners need never put a foot or financial forecast wrong**

And what's more, *Trinity* is geared for those without a hard drive – how many accounting packages can claim that? In fact, the program works on almost every configuration from a dear old XT with a single drive and a half meg of RAM onwards.

Up and running, *Trinity* is controlled via a series of menu front-ends and pop-up windows. The program enables up to five entirely separate accounts to be configured and manipulated. Complex cross-referencing can be performed between them and there are some excellent report generation facilities producing hard copy that even the VAT-man wouldn't balk at.

One neat feature is the ability to form 'groups' – that is, datasets with virtual links. Form a group, and you can apply 'what if?' and other forecasting questions, and gain a global oversight of individual expenditures. Another is *Trinity*'s ability to close down and save all open accounts automatically if you elect to quit the program – beginners who forget to update before quitting won't lose valuable data!

All in all, a comprehensive and simple-to-use system which, at a registration fee of £60.69, no small business in search of order from chaos should be without.

PC **80%**

Textra (PD)

Amiga • 512K • Plus compatible
Softville, Unit 5, Stratfield Park, Elletra Avenue, Waterlooville, Hants PO7 7XN

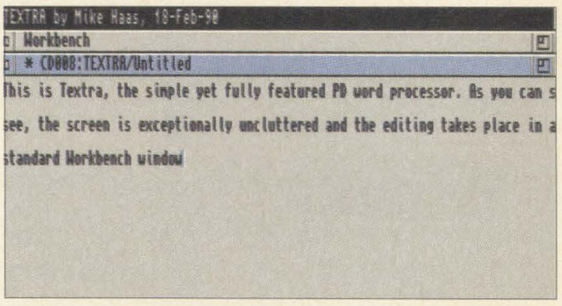
One or two pretty funky Amiga word processors have perambulated their way across these pages since issue one, and those of you with heavy text-manipulation needs have been placated in no small way. But unlike PC and ST coders, Amiga PD programmers seem bent on producing products that can only be described as 'definitive' every time. That's fine if you want a text editor with more oomph than the latest Pirelli calendar, but pretty useless if all you need is a dinky little fragment to bang out laundry lists and the odd betting slip.

Enter *Textra*.

Describing itself as, "...user-friendly... pretty, and easy to use," *Textra* can be opened from the Workbench or hacked into the CLI with multiple filenames – an exceedingly useful shortcut.

Up and running, the program's a breath of fresh air. Instead of replacing the entire Workbench screen with a customised display, *Textra* uses a standard Workbench window just like those for disks, CLI and so on. You can move it around, enlarge it, send it to the back... in fact, do anything you can do with a normal window.

Bang on the right mouse button and instead of being regaled with the


TEXTRA by Mike Haas, 18-Feb-90
Workbench
* CD0B8:TEXTRA/Untitled
This is Textra, the simple yet fully featured PD word processor. As you can s
see, the screen is exceptionally uncluttered and the editing takes place in a
standard Workbench window

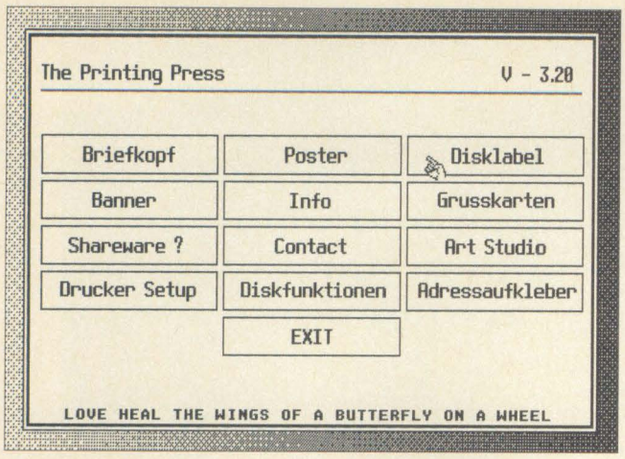
A screen as clear as an alpine mountain brook is just one of the features that makes *Textra* a natty little text processor

myriad menus of other, more complex editors, *Textra* displays but three – wild, right? From those three, it's possible to access all the functions of the program.

But don't assume 'simple' equates to 'insipid'. *Textra* features full search and replace facilities with a neat 'again' option, auto-capitalising, full cut, copy and paste and as many open files as your trap-door RAM expansion can handle.

Simple sure, but feature-packed, easy to use and free.

AMIGA **60%**



The front-end may be written in German, but a few sensible clicks in the right places and you'll be manipulating *Printing Press* with the best of 'em

Printing Press (Shareware)

ST • 512K • Mono
Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT
☎ 0463 225736

Well done Germany, another winner! *Printing Press* is the kind of software you'd *sell* your ST to buy if it was commercial. Maybe you wouldn't be able to run it, but simple ownership would be enough – stare at the disk and *dream...*

Well, don't sweat. *Printing Press* is available free, gratis, and for the princely sum of precisely nothing. With it you can design posters, banners, disk labels or whatever, mix text, *Printing Press*-generated geometric shapes and a variety of popular-format imported graphics and print the results on everything from your granny's old LX80 to a laser printer.

Printing Press is controlled from a front-end centre of operations. What's one of those, then, you might well ask? Well, *Printing Press* is a modular program consisting of several distinct parts, each of which perform a separate function. After loading the program, these modules are accessed from a full-screen front-end menu box.

Said functions are all described in German, so you'll need a good dictionary or a friend called Boris to decipher them for you. (For those of you with a bit of ingenuity an alternative is simply to click each option and see what happens.)

Printing Press imports graphics from a variety of sources, makes full use of GDOS fonts and is equipped with every drawing tool you could ever want and them some! In addition, the program appears to be intelligent; when creating banners, for example, *Printing Press* crafts its functions accordingly. It does the same with posters, disk labels and so on.

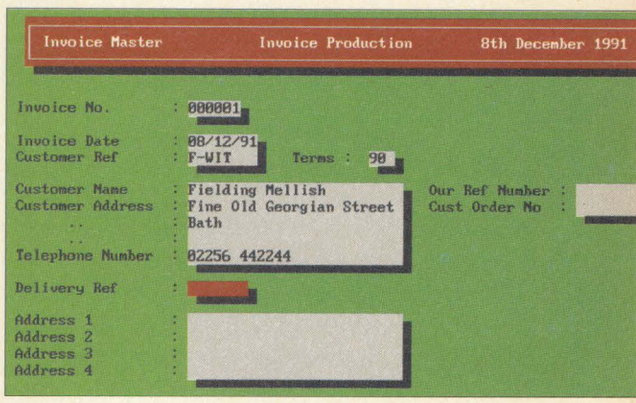
It doesn't end there. Unfortunately, however, I do. Never having come to terms with comic-book clichés such as, "Gott in Himmel! Ein Englander!" or the ubiquitous, "Die, Englisher schweinhunt!" I'm at rather a loss to dig up the dirt from the on-disk Deutch-encoded documents. Those of you who lived for a monthly dose of *Commando* magazine, however, will have no problems...

ST **75%**

Invoice Master (Shareware)

PC • 640K • CGA • Hard disk
Precision Software Applications, 10 High Street, Tadlow, Herts SG8 0ES ☎ 0767 23302

If your daily crust is earned washing windows, shining shoes, mending televisions or trying to sell manky sandwiches to loads of suited office types, then *Invoice Master* is the business control hostess with the mostess. It has been written specifically



***Invoice Master*: stuffed to the gills with the flotsam and jetsam of silicon accounting. There's an excellent accompanying on-disk manual too**

cont. on p58

Drafting designs with a hint of Eastern promise...

Arabesque (Shareware)

ST • 512K • Mono
South West Software Library, PO Box 562, Wimborne, Dorset BH21 2YD

This is not the demo section of your favourite PD magazine, but what the hell? Arabesque, although in this incarnation snipped back to a shadow of its shareware self, is so sublimely sexy, it sends shivers down the spine whenever it opens up on the desktop. Even the name conjures hot nights in the heat of the desert with the setting sun a ball of blazing red sinking slowly into the distant horizon. And who can resist that?

Well, a monthly salary cheque's the only thing that can make my spine shiver and as for setting suns – freezing afternoons in dear old Georgian Bath is about the best I can muster. But let me tell you, when Arabesque's up and running, heat mist rises from my keyboard!

Arabesque is a hi-res, free-form drawing and drafting package that provides all the tools any prospective artist, architect or pencil-wielding artisan needs to produce their stuff.

A screen as clear as a mountain brook is the work area on which Arabesque displays the tools with which it's crammed. And what tools! Every possible geometric shape, free-form and rubber-banding implement, the whole combined with absolutely brilliant icons, deadly accurate position indicators and cross-hairs that leave the rest looking bald.

The documentation and most of Arabesque's menus are in German (which is hardly a surprise as the program was written in the land of the rising... um... frankfurter), an arcane language almost impossible to decipher without prior knowledge. But those of you familiar with the ST and its applications shouldn't have too many problems finding your way around (and isn't there a German to English text converter in the public domain? Send it to me if there is, OK?)

One thing. Because the docs are unintelligible, it's difficult to discover just what's been disabled in the demo version – all the features of my copy appear to work just fine, but if you plan to use the program professionally, it's probably safer to get hold of the full shareware version – you never know what dark and debilitating secrets lurk in the demo.

They may have pretty lax hard-porn laws, sauerkraut and shaven-headed thugs bent on neo-National Socialism these Germans, but they can also produce quality ST software like nobody's business!

With icons previously unseen outside several hundred pounds-worth of commercial software, *Arabesque* is one of the sexiest drawing programs around...

ST **92%**

cont. from p57

with service/repair businesses such as these in mind.

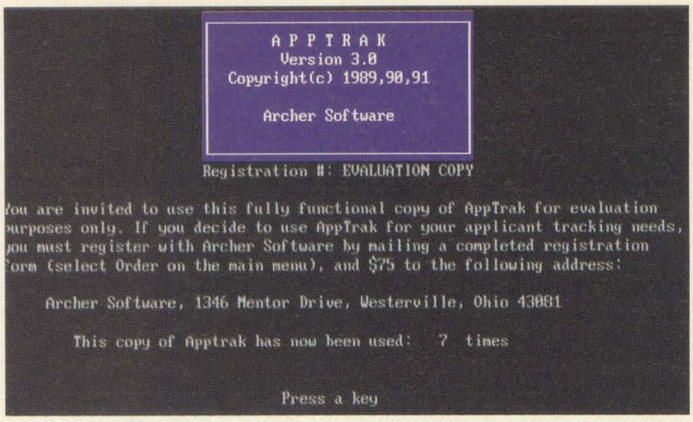
The program's stuffed to the silicon gills with more features than you can shake a stick at. PC-generated invoices and credit notes, stock control with auto-reorder facilities and customer address databasing are some of the standards of the electronic accountancy world, but what about auto-generated bad debt letters, discount handling, custom credit terms for any or all clients, auto-generated statements and debt lists, full VAT analysis and *Sage* accounts compatibility? This is the program for which the term 'fully-featured' has been waiting.

And as if that weren't enough the program is easy to use too, but should you get stuck, there's an excellent on-disk manual giving an overview of the program, exacting details of its use, and an entire section of hints and tips for the invoicing novice.

A feature of which I'm particularly fond is the label generation and printing facilities. *Invoice Master* scans its database, lifting chosen customers' name and address details, which are then dumped as labels to your printer. With a few hundred customers and monthly invoicing to be done, it's features like these which ensure you're at home clutching a tinny in front of the telly while all the other part-time accountants are still hard at work.

Invoice Master is a really super program which, although perhaps a shade expensive at a £116.25, is still a snip when compared to commercial offerings.

ST 85%


APPTRAK
Version 3.0
Copyright(c) 1989,90,91
Archer Software
Registration #: EVALUATION COPY
You are invited to use this fully functional copy of AppTrak for evaluation purposes only. If you decide to use AppTrak for your applicant tracking needs, you must register with Archer Software by mailing a completed registration form (select Order on the main menu), and $75 to the following address:
Archer Software, 1346 Mentor Drive, Westerville, Ohio 43081
This copy of Apptrak has now been used: 7 times
Press a key

***AppTrak* is a program that monitors job applications. A novel idea, and one which PC-owning personnel managers everywhere should enthuse over**

AppTrak (Shareware)

PC • 640K • CGA
Ensign Systems, Freepost, London SE26 5BR
☎ 081-778 2871

Here's a novelty for all those whose responsibility it is to process job applications. *AppTrak* is a job applicant tracker which maintains and manipulates a database of prospective employees. Applicants usually take pot luck with their applications – 'neatly typed and folded' counts for nought if an application finds its way down the back of a filing cabinet or under an avalanche from an upturned coffee cup. And as the Personnel Manager, it's often difficult to muster diligence – after all, *you've* already got a job.

Previously for the poor unfortunates frantically biting their fingernails while awaiting your reply, everything hinged on a fragile sheet of paper containing personal details. An unenviable position.

But now there's *AppTrak*.

All a PC-equipped Personnel Manager has to do is run the program and enter the details of anyone who applies for a job. The program stores the guff along with an enormous amount of pertinent statistics. To summon an applicant for interview, all you need to do is simply enter their personalised code (which can comprise of up to five letters) and up pops the relevant address and telephone number.

In addition, *AppTrak* correlates age, sex, marital status, religion, education, sexual preferences, special abilities... in fact, everything any self-respecting personnel person could ever want to know about applicants. You can generate printed reports, compare and contrast the relative merits of selected individuals and generally have a fun time lording it over the jobless masses.

AppTrak lends credence to the industry cliché 'kept on file', and all you have to do is summon the energy to switch on the machine.

PC 85%

Database undergoes serious upgrading, but has it been worth the effort?

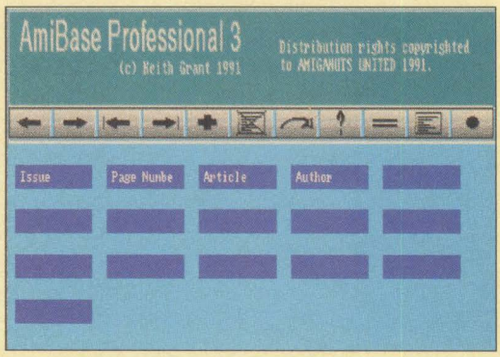
AmiBase Professional III (Licenceware)

Amiga • 1Mb • Plus compatible
Amiganuts United,
169 Dale Valley Road,
Hollybrook, Southampton
☎ 0703 785680

AmiBase Pro III is the licenceware incarnation of the PD *Pro II* package reviewed in our maiden issue. You may remember that the previous version was slagged unmercifully in order to protect the eponymous business users from dirtying their digits on what could only be described as a pretty crap piece of software. Obscure command sequences and software shortfalls of every description littered a database package whose disk was fit only for drinks coasting.

Well, a lot of code has flowed under the compiler since Keith A Grant (*AB*'s author) unleashed that particular spawn of Beelzebub on an unsuspecting computer public, and the version with the third digit reviewed here might just have what it takes to interest the serious computing fraternity.

It's obvious that some *serious* updating has gone into *AmiBase* since the first release kicked up its little electronic heels and died. Open up *AmiBase III*, and the Workbench clears to a decidedly well-drawn database front-end with some delicious gadgets. If you've seen *SuperBase Personal/Professional* on the Atari ST (and I admit that it's pretty unlikely...) you'll know exactly what I mean. They appear to be modelled on video recorder controls and offer just as much convenience. There's also a standard menu bar which can be accessed by clicking the right mouse button.



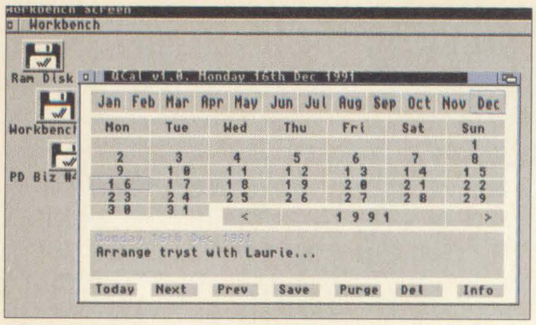
A redesigned front-end and lack of gooey messages go a long way towards making *AmiBase Pro III* a usable program, but unfortunately it's still pretty ordinary underneath...

The first thing you'll notice is a slight decrease in speed since the earlier incarnation. *Pro III*'s data is stored directly on disk whereas *II*'s was held in RAM. The disk method, however, offers distinct advantages in storage capabilities – the size of the database is limited only by the size of the backing storage you're using. With 20Mb of hard platter hanging off the expansion port, you're well on the way to storing several hundred *thousand* records. Even with a floppy, you can confidently expect around 6,000 – enough for all but the most exacting needs.

And the improvements don't stop there. Passwords now consist of alpha as well as numeric characters, there's auto upper-case conversion on names and addresses, and excellent program manipulation via the front-end gadgets mentioned above. Oh, and the gooey messages of old have been replaced (on the whole) by no-nonsense instructions on program use.

Yep, it's *much* better. The front-end is redesigned, the storage has been method improved and the program's features now help rather than hinder prospective data registrar litigants. But I can't escape the feeling that Keith A Grant is chuffed to his little cotton socks with what is still an average slice of AMOS-based application. Remember too, that it's licenceware, meaning that you're paying for the – possibly dubious – privilege of using it.

AMIGA 65%


Workbench Screen
Workbench
Ram Disk
Workbench
PD Biz #2
QCal v1.0, Monday 18th Dec 1991
Jan Feb Mar Apr May Jun Jul Aug Sep Oct Nov Dec
Mon Tue Wed Thu Fri Sat Sun
1991
Arrange tryst with Laurie...
Today Next Prev Save Purge Del Info

A dazzling display, dinky VCR-style gadgets and auto-system time load make *QCal* the best time planner around

QCal (PD)

Amiga • 512K • Plus compatible
George Thompson Services Ltd
Cucumber Hall Farm, Cucumber Lane, Essendon, Herts AL9 6JB
☎ 0707 664654

Ever wondered why manufacturers bother to build real-time clocks? Me too. Jeez, if you're *that* desperate for the time you'll look at your wrist watch or call your mother, right? OK, OK, so all the newly-created stuff on the Workbench will have the correct time and date stamped on it, but so what?

Well there *is* a use for real-time clocks, and not just so that RAM expansion shifters can mark up a memory card by a fiver! *QCal*'s the name, personal scheduling's its game.

The problem with most planners is that they're so clumsy. Why bother to fire up your Amiga, open a scheduler, set the date and hack in appointments, when a pencil and a Woolies jotter does the same thing, and a whole lot easier? *QCal* however, provides such a delectable front-end that you're positively *pushed* into silicon time planning.

The program displays a complete month's calendar enabling you to switch between months and years with ease, simply by clicking the relevant gadgets. Entering appointments and the like is no more than clicking on a day and typing the data into a convenient window at the foot of the screen. And at the bottom of this display, there are gadgets to delete entries, save the data or purge it, flick between appointments and more.

Obviously, the date is lifted straight from the system's real-time clock but those without such a device can enter the guff manually, thereby completely negating any possible use for the program.

QCal is friendly enough and does a good job, but it's a last resort for those who blew their wad on Commodore's baby and now can't raise the necessary to buy a pencil...

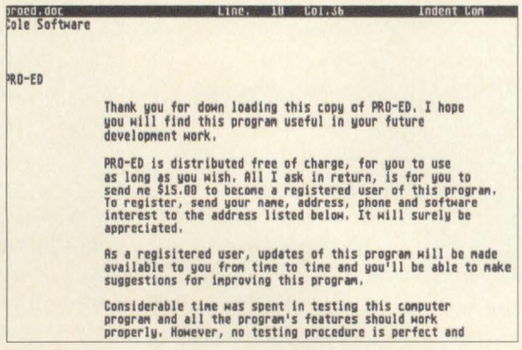
AMIGA **65%**

PRO-ED (Shareware)

ST • 512K • Mono
PO Box 94, Beaver Creek, Oregon 97004

Don'tcha just love North American shareware disks containing addresses like Beaver Creek, Oregon? Like, in some wooden shack somewhere, way the hell out in Nowheresville, there's this bearded red-neck type going about the business of hard-bitten existence in the wilderness – chopping down trees, fighting off bears and washing plaid shirts, right?

Wrong! Tucked inside a cosy log-cabin writing ST shareware and trying to encourage you to send him 15 bucks, more like!


proed.doc Line: 10 Col:36 Indent Con
Cole Software
PRO-ED
Thank you for down loading this copy of PRO-ED. I hope you will find this program useful in your future development work.
PRO-ED is distributed free of charge, for you to use as long as you wish. All I ask in return, is for you to send me $15.00 to become a registered user of this program. To register, send your name, address, phone and software interest to the address listed below. It will surely be appreciated.
As a regisitered user, updates of this program will be made available to you from time to time and you'll be able to make suggestions for improving this program.
Considerable time was spent in testing this computer program and all the program's features should work properly. However, no testing procedure is perfect and

Ostensibly for use by programmers only, *ProEd* is a neat little word processor whose speed can be appreciated by all...

For that's just what Jerry Cole was doing when he unleashed *PRO-ED* on to an unsuspecting ST public (well maybe not in a *shack*, but you get the idea...)

Ostensibly for the crafting of code, *PRO-ED* is in fact, a fine little word

Take stock with the Amiga's answer to silicon-instigated panic buying...

Stock Analyst (PD)

Amiga • 512K • Plus compatible
Scope 121 • Valley PD, PO Box 15, Peterlee, County Durham SR8 1NZ
☎ 091 5871195

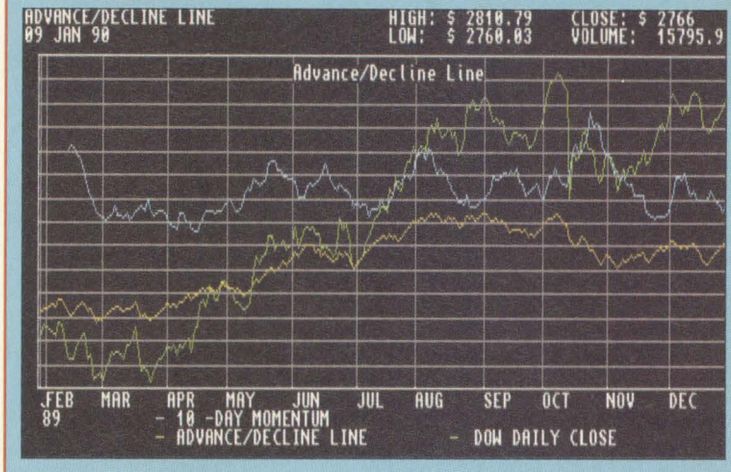
You know, it's strange. Thousands, indeed hundreds of thousands of wage slaves toil away day in, day out in lousy jobs, in order to earn enough to meet the mortgage or the car repayments, or to buy a CD player, a video and food. To become wage slaves, these same lost souls struggle to get A levels, college certificates and the like and undergo horrific interviews with prospective employers who offer them nothing more than the chance to sell their skills, often for a pittance (phew! Li'l bit of Marxist theory there ladies 'n' gentlemen. My name's Jerry Glenwright – goodnight!)

Yet, with just a little inside knowledge and absolutely no A levels whatsoever, it's possible to make a fortune doing nothing more than shouting, "SELL! SELL! SELL!" over the telephone and waving your arms maniacally. How? By playing the stock market.

Nowadays, the game is far removed from the bits of paper which constitute the stocks and bonds, and the entire event is staged on computers – bits and bytes equate to pounds and pence, but only if you shout 'sell' at the right time.

Enter the Amiga, and a shard of equalising software from the good ol' US of A known as *Stock Analyst*. What the program aims to do is accurately predict when to wave your arms to ensure that you make a financial killing on the money markets.

So, hack in stock data from any reputable newspaper then instruct *Analyst* to search for correlations. The program tries to decide which bonds are likely to be strongest in the coming months. You buy up some widow's stock legacy for little more than the refund on a lemonade bottle, wait a month or two and sell it on the open market at a vast profit. Similarly, when *Analyst* reports that a particular stock's value is about to plummet, the program informs you of the fact in enough time to seek out said widow, and sell the dud shares back to her with promises of fortunes to come. Easy, right?



Separate stock updating and an on-disk manual calculated to take your breath away ensure that you're on to a real winner when you load up *Stock Analyst*

Stock Analyst features a natty front-end which facilitates simple data entry. Although you need to know slightly more about The City than can be gleaned from newspaper stock indexes, *Analyst* would appear to weight the market in your favour.

It's American, (written by a software company suitably called Aggressive Communications) and therefore features Dow Jones market data rather than the UK stock market (is the Welsh equivalent the Dai Jones? OK, OK, *cheap* joke, but I couldn't resist it). This may have a significant impact on *Analyst*'s ability to be useful. Fortunately, I know nothing of the stock market or the vagaries of high finance, so those of you equipped with such skills will have to figure the program's 'useful' quotient for yourselves. (If you do make your fortune, don't forget where you first heard about *Stock Analyst*!)

AMIGA **60%**

cont. on p60

cont. from p59

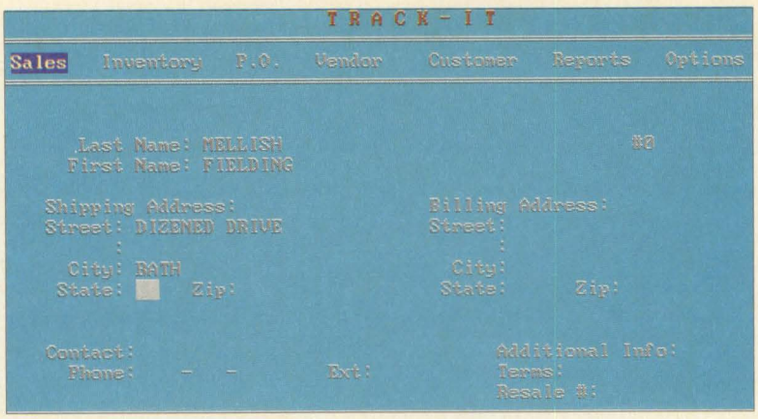
processor suitable for anybody and everybody. It's astonishingly similar to Atari's own *ST Writer* (especially the early versions...) in that GEM has been dispensed with, and all functions are performed using the keyboard.

Cut, copy, paste, block move and delete are all here, but where *PRO-ED* wins over many of its simple-needs rivals is in speed. The program is lightning fast, and let's face it, it's not just the programmers among you who need speed, right?

And for those who are absolutely dead set on using the mouse, the ST user's best friend can be used to highlight text for copying and pasting, or to select words for deletion.

Fine. It's good and you want it, now all you've got to do is figure out how to make sure that your International Money Order for $15 makes it through the shifting snowy wastes of Oregon...

ST 60%



***Track-It*: everything necessary for simple point-of-sale administration, and it looks a treat too!**

Track-It (Shareware)

PC • 640K • CGA
Ensign Systems, Freepost, London SE26 5BR
☎ 081-778 2871

Track-It is a point-of-sale control system like those installed in Do-It-All, Homebase and other do-it-yourself stores. The nationwide chains think they've got the run of leading-edge technology, right? But *Track-It*'s about to prove them all wrong...

The program provides and maintains customer, vendor, stock and purchase order details in separate modules for any business. By combining the results from each 'module', accurate tracking of stock levels, best-selling lines and other important ephemera can be achieved. And what that equates to is that you'll never be out of six-inch nails, chamois leathers or vibrating love eggs again.

In addition, *Track-It* can replenish stock levels by making automatic repeat orders based on invoicing. It will also generate comprehensive reports on sales, re-orders and overstocking (important when attempting to determine those dreaded market slumps).

Sounds good? There's more! Selective customer mailing list generation means that you can hit everyone who bought plastic 'Jesus-on-the-cross' combined table lighter and corkscrew sets or *Silence of the Lambs* Easter eggs last spring, just when they'll be searching for this year's novelty item.

Oh, and there's pretty fabby on-line help as well.

Track-It's manual requires 30,000 years-worth of rain forest to reproduce on your printer, so hard copy it with extreme care. Alternatively, and to avoid blowing away the Amazon in a pin-matrix orgy of print, use a PD text reader such as *List*.

All this for a registration fee of $145! Highly recommended.

PC 85%

So what do you think you're worth? Does Cost-Biz agree?

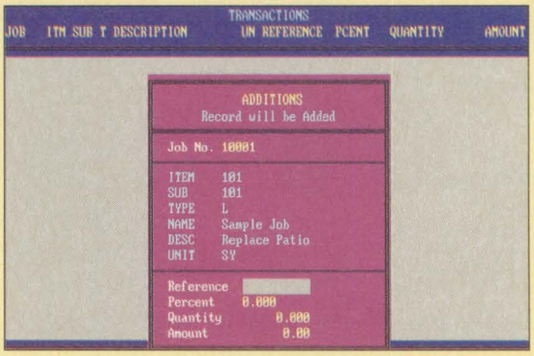
Cost-Biz (Shareware)

PC • 640K • CGA
Ensign Systems, Freepost, London SE26 5BR
☎ 081-778 2871

Cost-Biz kicks off with the ludicrous assertion that, "...*Cost-Biz* is a job cost program intended for those needing to use ... a job cost program". Quite!

Ah well, we can't all be the next Shakespeare, but the world needs programmers too. Fortunately (for his own credibility...) *Cost-Biz*'s author, I J Smith, has produced a corking cost calculator to solve all your man-hours and materials manipulation problems at a (key)stroke.

One of the trickiest bits of running your own business is attempting to determine what to charge. All but the most pathological ego-maniac (yeah, yeah, like *me*...), grossly undervalues their own work and it's sometimes difficult to place a sensible price on your produce. And you don't need to be reminded that a service rendered needs reasonable payment to equal food, warmth and shelter. So here's the solution. Trust your value to impartial arbitration: *Cost-Biz* and your dear old PC.



***Cost-Biz* is controlled entirely by pop-up windows and the function keys so it's simple to use and even easier to learn**

Using *Cost-Biz* is as easy as turning off the radio when Simon Mayo comes on in the mornings. The program is completely window- and menu-controlled so that after running it, you select Job Entry or what have you from the opening menu, a window pops up prompting for a suitable name, enter that, the screen clears, another window appears prompting for job details and ... so on.

When all the details have been hacked in, *Cost-Biz* totals them and provides on-screen or printed reports (the latter being good enough for distribution to clients).

Sample job files are included to help you find your way around, and there's a friendly manual which isn't especially well written but would probably scrape a Booker prize in a bad year.

What more can I say? Enter *Cost-Biz*'s details into itself (such as the $35 registration fee) and watch it disappear up its own disk drive with a price/performance ratio of almost 100 per cent...

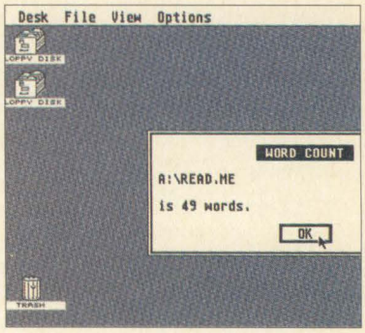
PC 80%

Word Count (PD)

ST • 512K • Goodman's PDL, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

As any professional wordsmith worth their salt will tell you, getting a word count is one of the most important parts of copy generation.

You see, it's like this. Anything more than a Christmas card to your Aunt Madge, and the number of words you generate becomes very important. Everything from college essays and magazine features to the definitive first novel is written to a defined length.



When word counts mean cash, accurate numbering is the order of the day. *Word Count* is desktop accessory that you can call up from within any GEM application

Overstep that length and you run the risk of not being read (or worse, not getting paid).

Believe it or not, even some of the more expensive text editing applications omit what must be the most important feature for many of their users, so *Word Count* was written in an attempt to fill the void and provide your favourite word processor

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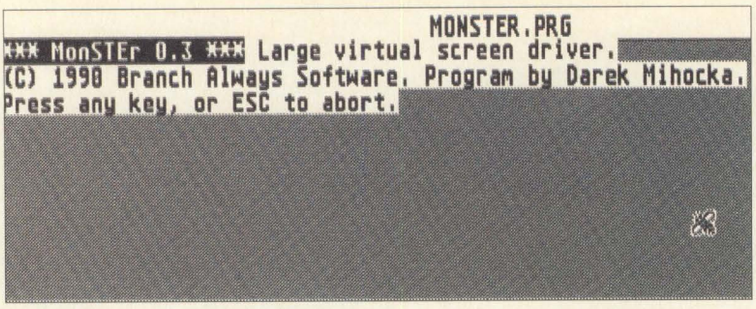
cont. from p60

with the feature it calls out for most – word counting!

To that end, *Word Count* runs as a standard desktop accessory. All you have to do is boot the ST with a floppy containing the accessory and it'll always be available just when you need it most.

Simple, accurate and, after you've used it for a while, indispensable.

ST 80%


MONSTER.PRG
*** MonSTEr 0.3 *** Large virtual screen driver.
(C) 1990 Branch Always Software. Program by Darek Mihocka.
Press any key, or ESC to abort.

For all those times when the standard ST screen simply isn't big enough the *Monster* big-screen emulator gives you an amazing 1280 x 960 resolution to play around with

Monster (PD)

ST • 512K • Mono
South West Software Library, PO Box 562, Wimborne, Dorset BH21 2YD

Desktop publishing's all very well, but computer screens just aren't the same shape as the average publication's pages. This can lead to some serious irritation. For example, although the ST is to silicon speed what McClaren-Honda is to grand prix, scroll a large A4-shaped document to and fro on-screen for an hour or so and you'll probably be as frustrated as Dennis Thatcher at a government reception in Saudi Arabia.

Hardware manufacturers around the globe were quick to cash in on the small screen problem and today you can take your pick from a vast range of big-screen monitors – as long as your wallet bulges with the expansive asking price...

So what's the solution for the 'rest of us', those who eke out a living in the accepted fashion? Darek Mihocka's *Monster*, that's what!

Monster provides the ST with a virtual screen. You've all heard of virtual memory, right? Where the computer pretends that disk drive space is RAM memory. Well, a virtual screen works on the same principle, except that the free space around the standard monitor replaces the drive. The result is a mega-screen: 1280 x 960 voluptuous pixels!

What you get, then, is a *window* on to the now enlarged ST screen. Move the pointer to the edge of the monitor with the mouse and the window scrolls over the screen.

Monster is *PageStream*-compatible (you can display entire pages and dispense with repeated scroll-bar clicking forever!), supports the STE's fine scrolling and is simple to install. A must for the designers among you.

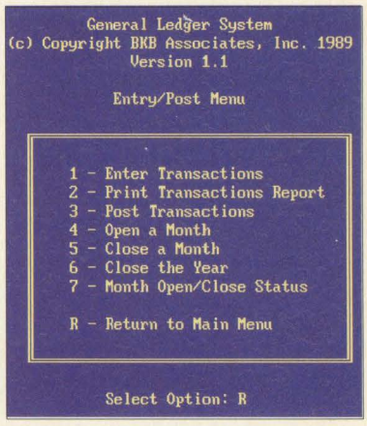
ST 85%

General Ledger (Shareware)

PC • 640K • CGA
Ensign Systems, Freepost, London SE26 5BR
☎ 081-778 2871

Accounting is an often impenetrable affair which requires its acolytes to undergo years at business school to achieve mastery. The money men have a language all their own – liquidity, flow, ebb, spintries – it's almost impossible to decipher without the necessary training (that, and sheer naked greed).

So when it comes to writing accounting packages for computers, many programmers (ie, many people who are *not* accountants) tend to deliver up the most unusable bits of software imaginable.


General Ledger System
(c) Copyright BKB Associates, Inc. 1989
Version 1.1
Entry/Post Menu
1 - Enter Transactions
2 - Print Transactions Report
3 - Post Transactions
4 - Open a Month
5 - Close a Month
6 - Close the Year
7 - Month Open/Close Status
R - Return to Main Menu
Select Option: R

***General Ledger*: it's used daily by the guy who wrote it – and what better endorsement can there be than that?**

Do you really want to trust the contents of your poke to the unknown? Thought not.

And that's why you need *General Ledger* from BKB Associates, a rather grand name for shareware programmer Leonard Kimberly. Our man needed a decent accounting package, couldn't find one with a price tag less than the cost of a small house in Esher, and decided to generate his own instead and sell it as shareware for under £30.

Len defined his needs and wrote *General Ledger* to match. Transactions that can be posted to more than one open month without affecting income and expense reports, schedules of much-needed information on accounts receivable, accounts payable and so on, ledgers which are not affected by updates until transactions are posted

How to get from A to B fast (so long as you're in the US...)

Road Route (PD)

Amiga • 512K • Plus compatible • Scope 132 • Valley PD, PO Box 15, Peterlee, County Durham SR8 1NZ ☎ 091-587 1195

A few years ago, UK software house Next Base launched a dinky little program that set the PC world on its collective ears. *AutoRoute* enabled a PC and printer to produce a detailed route map for a trip anywhere in the UK! Simply by entering the start and end points, the software scanned its database and plotted a suitable path. You could even instruct it to avoid certain roads, or incorporate stop-overs in the journey. *AutoRoute* made allowances for slow cars (and slow drivers...), those who didn't want to use motorways and so on. It was a massive success.

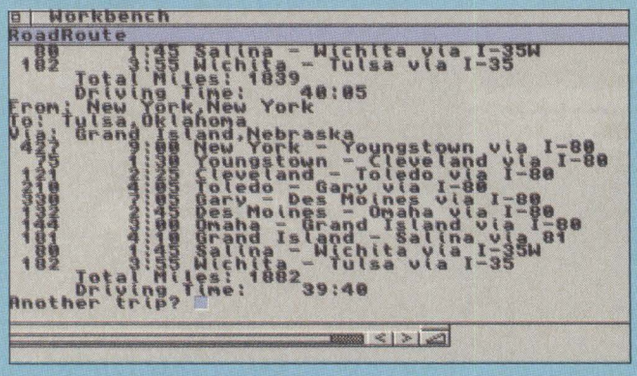
Soon, Next Base converted its baby for the ST and again, everyone got a copy. Unfortunately, most of them were pirated. From the several thousand copies in circulation, Next Base reckons it sold only a handful! Which probably explains why it was never made available for the Amiga.

But now there's a PD version of the expedition planner. *Road Route* is American and consequently crammed full of interstates, turnpikes and the like, but with the aid of a simple text editor you can covert it. Fine if you want to fill in a few local routes, but you'd need real commitment and with a few spare decades if you wanted to input the whole UK road network.

Using the program couldn't be easier. Fire it up, enter the start and end points á la *AutoRoute*, sit back and wait for the data to flow forth. Even with a default database of several hundred cities, the calculation time is lightning fast. Within seconds, a mileage count and projected time for the journey are displayed, then you're prompted for a view of the trip mechanics. Agree to that, and the program displays a detailed breakdown of the journey including all roads, expected times, and the towns and cities through which you'll pass.

It's completely idiot-proof and friendly to use; you won't find any obscure error messages here. Hack in an unrecognised town and you're informed of the fact and provided with a list of likely alternatives. Kerouac would have loved it.

AMIGA 80%


Workbench
RoadRoute
80 1:45 Salina - Wichita via I-35W
182 3:55 Wichita - Tulsa via I-35
Total Miles: 1039
Driving Time: 40:05
From: New York,New York
To: Tulsa,Oklahoma
Via: Grand Island,Nebraska
421 9:00 New York - Youngstown via I-80
25 1:00 Youngstown - Cleveland via I-80
121 2:25 Cleveland - Toledo via I-80
210 4:05 Toledo - Gary via I-80
530 7:05 Gary - Des Moines via I-80
132 2:45 Des Moines - Omaha via I-80
144 3:00 Omaha - Grand Island via I-80
101 4:10 Grand Island - Salina via 81
80 1:45 Salina - Wichita via I-35W
182 3:55 Wichita - Tulsa via I-35
Total Miles: 1882
Driving Time: 39:40
Another trip?

***Route*: a quick trip around the United States on your ST and then back home in time for tea (and it's customisable for the UK road network too!)**

PUBLIC APOLOGY

M.D. OFFICE SUPPLIES WOULD LIKE TO APOLOGISE TO ALL ITS COMPETITORS IN THIS MAGAZINE, WE SHALL AS EVER BE OFFERING DISKETTES, STORAGE BOXES ETC AT REMARKABLY LOW, LOW, PRICES

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VISA *EDUCATIONAL & GOVERNMENT ORDERS WELCOME* Access

(Majic Media is a trading division of MD Office Supplies)

cont. from p62

and custom journals make up just a small portion of the kind of features small business cry out for in an accounting package.

In addition, *General Ledger* features such accounting unknowns as easy-to-read reports on everything from trial balance by month to income and expenses by year.

But the best endorsement for a product is when the man responsible for it uses it himself – when did you last see Clive 'one in every home' Sinclair riding a C5? Right!

PC 75%

Financial Manager with EZ Budget (Shareware)

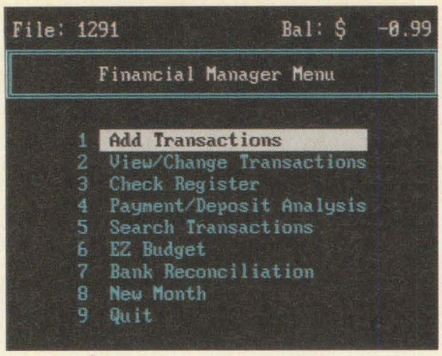
PC • 640K • CGA
Ensign Systems, Freepost, London SE26 5BR
☎ 081-778 2871

Back in silicon's golden years, when Real Men computed with less K than is required for a keyboard buffer nowadays, one of the main uses for the PC was to take control of household and personal budgets. Packages such as *Personal Banking System* attempted to, "...take the drudgery out of record keeping..." and provide you with, "...statements more up-to-date than your bank's!"

Such power!

Everyone soon realised that the drudgery was only introduced *after* they'd decided to computerise their personal finances, and such packages faded into much-needed obscurity. But now they're back – with a vengeance.

Financial Manager with EZ Budget (henceforth known as *FMwEZB* to save my fingers from turning into stumps) is a Stateside sliver of software which will do for your personal finances what the *Mirror* pension fund did for Robert Maxwell's – make it positively bulge with funds!



Give your funds a leg-up with *Financial Manager*, then plan for the future using *EZ Budget*, a formidable pairing

Cash-tracking begins with telling *FMwEZB* all about your cheque accounts, expenditures (which can be categorised), income and tax. The program then maintains this information and enables you to cross-reference, generate in-depth reports and plan for the future.

Sounds like the same old stuff? Don't believe it. Sure, *FMwEZB* deals with dull old debts and credits, but it does so in a way which is breath-takingly refreshing and decidedly easy to do. Consistent use of the program gives you a crystal clear picture of exactly what's happening to your money at any time. And that's what most of us need in these days of final demands for absolutely everything.

Pop-up windows, on-line help and a startlingly good manual ensure that monetary mayhem is a kept to minimum. In addition, the program auto-inserts decimal points, corrects system dates, places cheque numbers in the correct numerical sequence – in fact, all the things that you're likely to enter incorrectly.

If you've got slightly more than a post office deposit account containing 50p, it's worth spending $55 on *Financial Manager with EZ Budget*.

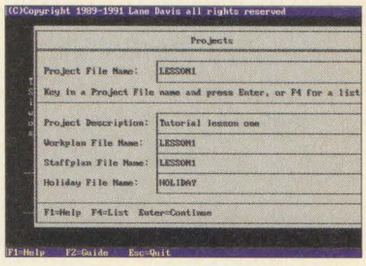
PC 65%

WorkQueue (Shareware)

PC • 640K • CGA
Ensign Systems, Freepost, London SE26 5BR
☎ 081-778 2871

WorkQueue is a PC version of the ST's shift-work scheduler reviewed last month. The program attempts to help confused middle-management executives create work schedules for their harassed minions. Unlike the useful but rather limited ST program however, *Queue* is a comprehensive package that provides everything you'll ever need to track the actions of errant employees.

Having loaded *WorkQueue*, you are prompted for a new schedule. Alternatively, you can elect to edit or print existing plans. The program is divided into three modules: a work schedule which contains a list of jobs subdivided into tasks, a staff schedule which contains detailed information on each member of your work force – including availability, special skills and so on – and a holiday schedule featuring a month-by-month breakdown of employee holidays.


(C)Copyright 1989-1991 Lane Davis all rights reserved
Projects
Project File Name: LESSON1
Key in a Project File name and press Enter, or F4 for a list
Project Description: Tutorial lesson one
Workplan File Name: LESSON1
Staffplan File Name: LESSON1
Holiday File Name: HOLIDAY
F1=Help F4=List Enter=Continue
F1=Help F2=Guide Esc=Quit

***Work Queue*: plenty of pop-up reminders ensure that you'll never forget a scheduled job. The work screen is nicely drawn too**

By cross-referencing each module as you build up a plan of work, efficient use of (wo)man power can be achieved. The program is operated entirely by drop-down menus, pop-up reminder lists and the function keys. There's an excellent on-line manual, and task-specific text files available to guide you through tricky operations. And all for $40.

PC 75%

cont. p6

Instant inlays – keeping track on your tapes the easy way

TapeCover (PD)

Amiga • 512K • Plus compatible
17-Bit Software, PO Box 97, Wakefield WF1 1XX
☎ 0924 366982

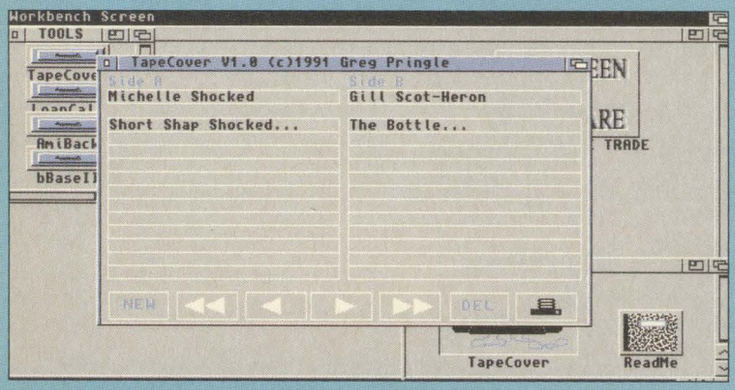
Here's a program especially for those of you who diligently hold ghetto blasters above your heads at Michelle Shocked gigs, then reproduce and peddle the results from an open suitcase at Camden Lock market of a Sunday morning. *TapeCover* (great name, right?) does nothing more than enable you to produce detailed cassette inlay cards for your copies, saving you the time and trouble.

The program couldn't be simpler. Open *TapeCover* from the Workbench, and a screen representation of an inlay card is displayed, complete with blank lines, A and B side markers and a spine. To create a card, type the cassette's content on to the lines.

Video cassette recorder-style gadgets across the bottom of the on-screen inlay enable you to delete a card, create a new one or print the results. What's that? Printing? No problem! Unlike other programs of the type, *TapeCover* will work with any dot matrix device capable of condensed printing. That may exclude a few 70s DecWriters, but the rest of the pin-matrix population ought to manage just fine.

A particularly funky feature especially for the bootlegge...*ahem*, secondary selling executives mentioned above, is the ability to save the results to disk as a card. That means with more than one copy to produce, you don't need to print them all in one go, nor do you have to re-enter the data.

TapeCover looks good, works well and is utterly free. What more could you ask?



From Michelle Shocked to Mantovani, whatever your musical tastes, produce tape inserts the easy way with *Tape Cover*. It saves information to disk, so you can print inlays at your leisure

AMIGA 85%

SEIKOSHA DOT MATRIX PRINTERS

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Each print example was produced by the printer it is shown with. Printer speeds are quoted as follows: SD = Superdraft 15cpi, D = Draft 12cpi, NLQ = Near Letter Quality 12cpi, LQ = Letter Quality 12cpi.

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- Seikosha SL-92 - 24 pin - 80 col
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- Seikosha BP-5780 - 18 pin - 136 col
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cont. from p64

The best of the rest • The best of the rest • The best of the rest

There's a great deal of business PD, shareware and licenceware out there that really gives the commercial products a run for their money. Here's a recap on the best software reviewed in this section in the first three issues of *Public Domain*...

PC

❶ Easy Edit II — Issue 2 — 95%

AsEditCo, Warren Cottage, Warren Lane, Elmswell, Suffolk IP30 9DT ☎ 0359 41601

A superb word processor that is so packed with features you can hardly believe the £35 shareware fee.

❷ Homebase — Issue 1 — 95%

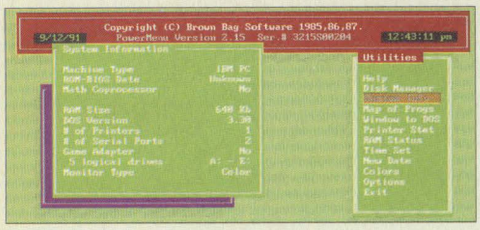
Brown Bag Software, 2155 South Bascom Avenue, Suite 114, Campbell CA 95008 ☎ 0101-408-559-4545

What this desktop organiser doesn't offer you definitely don't need – word processor, database facilities, compact comms functions to name a few.

❸ PowerMenu — Issue 1 — 90%

Brown Bag Software, 2155 South Bascom Avenue, Suite 114, Campbell CA 95008 ☎ 0101-408-559-4545

A friendly menu-driven replacement front-end to do away with the dreaded DOS.



***PowerMenu*: probably the best alternative to DOS**

❹ Marketeer 2.1 — Issue 2 — 90%

Fantasia Shareware, PO Box 1231, Clutton, Bristol ☎ 0761 453716

For field sales rep, marketeer is a contacts manager and sales prospecting system and is the ultimate tool in organising lists of clients.

❺ Word Fugue — Issue 2 — 90%

Advantage, 56 Bath Road, Cheltenham, Glos GL53 7HJ ☎ 0242 224340

An excellent and adaptable word processor that even generates tables and lists with the minimum of fuss.

❻ Goal Seeker — Issue 3 — 90%

Brown Bag Software, 2155 South Bascom Avenue, Suite 114, Campbell CA 95008 ☎ 0101-408-559-4545

A handy little add-on utility for speadsheets that can work out the relationship between data so that you can work out 'goals'.

❼ PullDown — Issue 2 — 85%

Nildram Software, 26 Stanley Hill Ave, Amersham, Bucks ☎ 0494 729236

A simple-to-use front end that is everything a replacement for DOS should be – but you need a hard drive to use it.

❽ PC Outline — Issue 1 — 80%

Brown Bag Software, 2155 South Bascom Avenue, Suite 114, Campbell CA 95008 ☎ 0101-408-559-4545

A word processor with a difference – type in your thoughts as they pop into your mind and organise them in to a coherent form later.

❾ TimeTrak — Issue 2 — 80%

The Thompson Partnership, Church Croft Bramshell, Ottoxeter, Staffordshire ST14 5DE ☎ 0889 564601

Tear down your wall planner because *Time Trak* has just made traditional scheduling systems obsolete.

❿ Page Financial Controller — Issue 2 — 80%

Advantage, 56 Bath Road, Cheltenham, Glos GL53 7HJ ☎ 0242 224340

A complete suite of accounting software for your business, everything from sales, purchase and nominal ledgers to stock control, job costing and invoices.

ST

❶ FastBase — Issue 3 — 93%

Caledonia PDL, 250 Oldtown Road, Hilton, Inverness ☎ 0463 225736

Possibly the best shareware database in existence, *FastBase* enables you to open up to 22 database files at once and is stuffed with features.

❷ Sheet 2.0 — Issue 1 — 90%

Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

A speadsheet that provides a dedicated programming language with which to perform the most complex of today's financial double dealings.

❸ ST Writer — Issue 1 — 90%

Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

Quite simply the best shareware word processor for the ST around – it beats the pants off most commercial products too.

❹ Fone Cost 2.0 — Issue 2 — 90%

Ainley Publishing and Communications, 16 Copyground Court, Copyground Lane, High Wycombe HP12 3HG

If you want to keep your phone bills to a minimum you need *FoneCost* – it counts BT phone units ticking by as you natter away.

❺ Opus — Issue3 — 90%

Softville, Unit 5, Stratfield Park, Elletra Avenue, Waterlooville, Hants

A true third-generation spreadsheet with extended mathematical functions, a fully functional text editor and lots more besides.

❻ Easy Text — Issue 2 — 85%

Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

This is a budget Desktop publishing package that is an attempt to provide true page layout on the ST – and it works fairly well.

❼ VDOS — Issue 2 — 80%

MT Software, Greensward House, The Broadway, Totland, Isle of Wight

A replacement front-end that provides an alternative to the horrors of using GEM. Smooth and easy to use.

❽ Double Sentry Accounts — Issue 3 — 85%

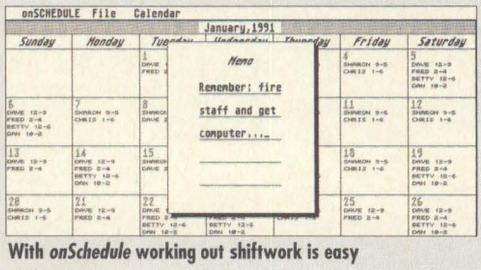
Unit 5, Stratfield Park, Elletra Avenue, Waterlooville, Hants PO7 7XN

Accounts handling software that's so good you can hardly believe it's not a fully commercial product. Available in both a cut-down PD and a full shareware versions.

❾ onSchedule — Issue 3 — 80%

Caledonia PDL, 250 Oldtown Road, Hilton, Inverness ☎ 0463 225736

A program to help you construct sensible shift plans for those who perform weekly shift work. Handy functions ensure its superiority over pen and paper.



With *onSchedule* working out shiftwork is easy

❿ Almanac — Issue 3 — 80%

Caledonia PDL, 250 Oldtown Road, Hilton, Inverness ☎ 0463 225736

Basically a wall-planner transferred on to the ST, *Almanac* also contains information on important world events in history for each day of the year.

AMIGA

❶ Uedit — Issue 3 — 90%

Cranham's Leisure Software ☎ 0908 274819

A fully customisable text editor which means that you can make Uedit fit your exact needs, an it's easy to use, too.

❷ Text Engine — Issue 3 — 86%

17 Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982

Text Engine is so simple to use and offers such a comprehensive range of features that it positively encourages you to write.

❸ Transcript 1.0 — Issue 2 — 85%

Software Expressions ☎ 0272 637634

An exceptional word processor, packed with features and lightening fast to use.

❹ Text Plus — Issue 2 — 80%

Amiganuts United,169 Dale Valley Road, Hollybrook, Southampton SO1 6QX

Another very good word processor which is absolutely bursting with features.

❺ ElectroCAD — Issue 3 — 80%

Crazy Joe's PD,145 Effingham Street, Rotherham, South Yorkshire S65 1BL ☎ 0709 829286

A comprehensive schematic designer for the electronic doodler. It provides an on-screen drawing board dedicated to the design of electronic circuits.

❻ Bank'n — Issue 3 — 80%

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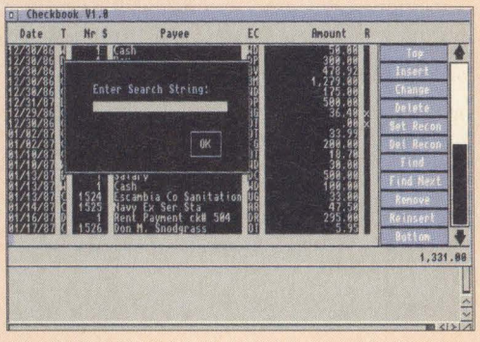
The perfect bank account manager It enables you to store every transaction, total them and generate reports.



Keep track of how rich or poor you are with *Bank'n*

❼ Quick-Base — Issue 2 — 75%

17 Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982

Provides and maintains a database of names and addresses which you can use to print out address labels. Simple but effective, it also looks good.

❽ dBase II — Issue 3 — 75%

SPD, 62 Manor Road, Hastings, East Sussex TN34 3LJ

A decent PD (yep, that means completely free) database which is lightening fast and has deliciously crisp and clear screen displays.

❾ Nag — Issue 3 — 75%

Cranham's Leisure Software ☎ 0908 274819

Never forget an important appointment again. Install *Nag* and it'll pop up a messages on your computer screen at relevant times to remind you.

❿ Business Card Maker — Issue 3 — 70%

Cranham's Leisure Software ☎ 0908 274819

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Technical support helpline open during office hours.

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DOT MATRIX & NOTEBOOK PRINTERS

9 PIN PRINTER

144 CPS **80** COLUMN

- *Citizen 120D+ - 9 pin - 80 column*
- *144cps Draft, 30cps NLQ*
- *4K Printer Buffer + 2 Fonts*
- *Parallel Interface as Standard*
- *Graphics Resolution: 240×240dpi*
- *Epson and IBM Emulation*
- *Pull tractor & bottom feed*
- *FREE Silica Printer Starter Kit*

RRP: £199
STARTER KIT £25
TOTAL RRP: £224
SAVING: £95
SILICA PRICE: £129

SERIAL INTERFACE OPTION
The 120D printer is available with a serial interface for £139+VAT.
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£129
+VAT=£151.58 ref: PRI 2120

9 PIN PRINTERS

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SILICA PRICE: £179

£179
+VAT=£222.08 ref: PRI 2209

Colour Option Extra - See Accessories

192 CPS **136** COLUMN

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- *8K Printer Buffer + 3 Fonts*
- *Parallel Interface*
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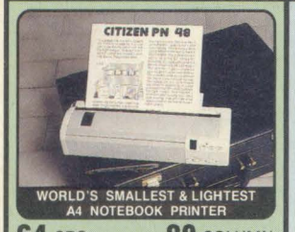

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24 PIN PRINTER

Colour Option Extra - See Accessories

192 CPS **136** COLUMN

- *Citizen Swift 24x - 24 pin - 136 column*
- *192cps Draft, 64cps LQ*
- *8K Printer Buffer + 4 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
- *Epson, IBM and NEC P6 Emulation*
- *A3 landscape printing*
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SILICA PRICE: £349

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24 PIN PRINTERS

FREE! COLOUR KIT

216 CPS **80** COLUMN

- *Citizen Swift 24e - 24 pin - 80 column*
- *216cps Draft, 72cps LQ*
- *8K Printer Buffer + 6 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
- *Epson, IBM & NEC P6+ Emulation*
- *FREE Colour Kit*
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COLOUR KIT £38
STARTER KIT £25
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SAVING: £169
SILICA PRICE: £259

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Colour Option Extra - See Accessories

192 CPS **80** COLUMN

- *Citizen 224 - 24 pin - 80 column*
- *192cps Draft, 64cps LQ*
- *8K Printer Buffer + 2 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
- *Epson and IBM Emulation*
- *Colour Option Available*
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STARTER KIT £25
TOTAL RRP: £294
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- *Parallel Interface*
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- *FREE Silica Printer Starter Kit*

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STARTER KIT £25
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SAVING: £105
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RIB 3248 PN48 Single Strike £3.61
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PRA 1240 Swift 9x/24x £35.25

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FREE!
Worth: £25 +VAT=£29.38

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- *2 Metre Parallel Printer Cable*
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If you already own a printer, and would like to buy a kit, you may order one (ref: KIT 5500) for £24.95 - £5 off RRP!

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Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

.....

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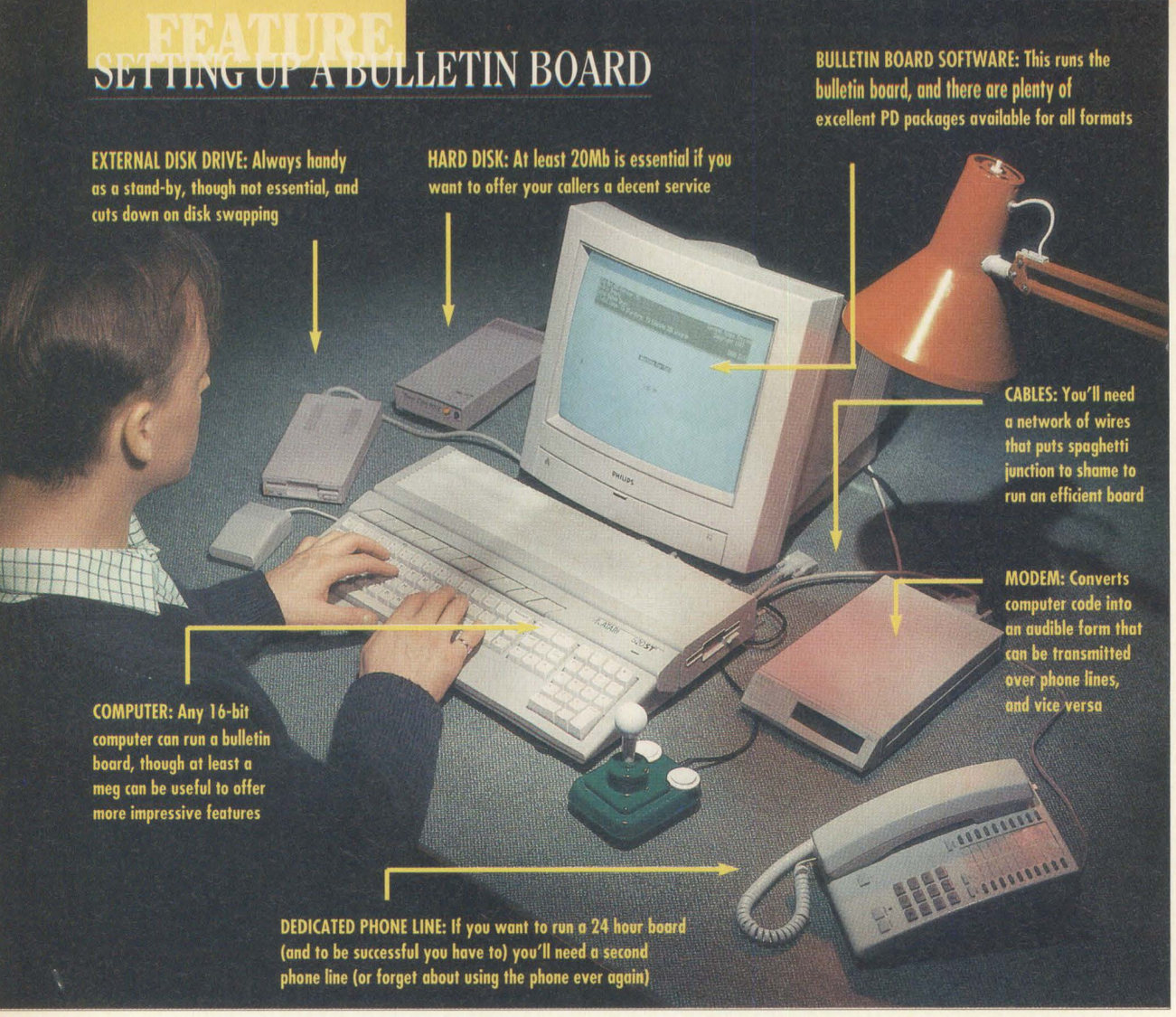
Tel (Home): ..... Tel (Work): .....

Company Name (if applicable): .....

Which computer(s), if any, do you own? 55C

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.


BULLETIN BOARD SOFTWARE: This runs the bulletin board, and there are plenty of excellent PD packages available for all formats
EXTERNAL DISK DRIVE: Always handy as a stand-by, though not essential, and cuts down on disk swapping
HARD DISK: At least 20Mb is essential if you want to offer your callers a decent service
CABLES: You'll need a network of wires that puts spaghetti junction to shame to run an efficient board
MODEM: Converts computer code into an audible form that can be transmitted over phone lines, and vice versa
COMPUTER: Any 16-bit computer can run a bulletin board, though at least a meg can be useful to offer more impressive features
DEDICATED PHONE LINE: If you want to run a 24 hour board (and to be successful you have to) you'll need a second phone line (or forget about using the phone ever again)

The board game

Setting up a bulletin board can put a heavy strain on your dough, right? Not when the public domain's at hand! Jerry Glenwright discovers how easy it can be to set up your own bulletin board on a budget...

You have to put in the hours, sure, and you need to be committed, but running a bulletin board *still* sounds like the sexiest thing since Demi Moore caressed a lump of wet clay in *Ghost*. But be warned, comms drains funds faster than a third-world debt for the Midland bank and try to run a board on the cheap and you'll end up with a communications system as useful as two tin cans and a piece of string.

You could try doing over a post office, but the other lifers in Broadmoor won't take kindly to phone calls disturbing their beauty sleep 'til the early hours.

At least one very popular board has gone down the self-sufficient road with some home-built software that works better than anything commercially available (The City, 021-352 1237). Genius however, doesn't come easy, and so for most us, 'off-the-shelf' is the best we can expect. But are you going to have to pay vast amounts for it? NO!

A flick through the comms section of any PD catalogue will reveal pages of high quality comms packages. And careful bargain hunting in the small ads of your favourite computer mag provides big payoffs in the way of discount and second-hand modems and hard-drives.

So the decision's made, a life on the boards is the only one for you. But where do you start?

ST – StarNet step-by-step ● ST – StarNet step-by-step ● ST – StarNet step-by-ste

Originally configured for use by subscribers to American Atari fanzine *Current Notes*, *Starnet* has since been made available to the public domain and can be found in almost every ST PD catalogue. Like most freesville comms packages, *StarNet* comes in two parts: a set-up utility and the program proper.

You don't get the source code for *StarNet*, but you do get a thoroughly usable little bulletin board which repays careful set-up. It can be used with everything from a half meg ST and single floppy to a Mega and hard drive, and there's a simple to assimilate menu-driven front-end, and plenty of opportunities for setting up SIGs (each with their own 'subops'), conferences and download areas

```
STar-NET configuration editor


A >----< Reread system configuration
B >----< Write system configuration
C >----< Edit access levels
D >----< Edit message bases
E >----< Edit U/D section
F >----< Edit other system parameters
G >----< Goodbye Leave Config Editor
```

1. The first step is to configure the program to your hardware. Double-click the STARPROG folder, locate CONFIG.TOS and open it. You'll be prompted to put the 'system disks in drives', at which point simply press return. The screen clears and the configuration main menu is displayed. Each option has an associated letter but for now, press A to read the default configuration

```
Editing system parameters
A >--< Edit Default pathname
>a:\
B >--< Edit Mail pathname
>a:\messages\
C >--< Edit Outside pathname
>a:\outside\
D >--< Edit Textfile pathname
>A:\TEXT\
E >--< Edit BBS NAME >Fielding Mellish BBS
F >--< Edit chat mode engaged string
>Hello how can I help?
```

2. Once the default is read, press F. This enables you to edit the system parameters such as which drives contain the mail databases, the number of new user starting points, Hayes result codes – even the name of the new board! This is where you are able to stamp some kind of indentifiable personality on to your new board so take your time getting it right

Jargon busting – the meaning behind the lingo

BAUD RATE – A measurement of the speed at which data is transferred. The higher the baud rate the quicker the transfer. Callers have to make sure that their modem is set to receive at the same rate that the bulletin board's modem is transmitting

DOWNLOADING – The process of receiving information from a remote computer

FILE AREAS –Areas on the board where users can find programs and long files to download on to their computer. Users can also upload files and programs into file areas. Users will usually download files from file areas first then look at them later to save on phone bills

HARD DISK – A hardware device that gives your computer megabytes of extra non-volatile storage space, ie, when you turn the computer off the information is not wiped

HAYES COMPATIBLE – Hayes is a system by which modems can be controlled through software following the standard guidelines put down by the US company Hayes. Virtually all modems are Hayes compatible these days

MESSAGE AREAS – A sort of electronic mail system. It works in the same way as a file area, but the messages are brief and can be addressed for a particular user's attention. They are usually short enough to be read while on-line so there's no need for downloading

MNP – A protocol governing the way the modems communicate with each other, generally making data transfer faster by compressing the data and correcting errors

MODEM – Hardware device that translates computer information into an audible form suitable for transmission over phone lines

PROTOCOL – The set of rules which govern the way computers communicate with each other and check for errors. They are usually prefixed by the letter 'V'. The caller has to check whether their modem supports any of the protocols listed by the bulletin board when they log on

SIGs – Special Interest Groups. File areas on a bulletin board dedicated to one particular subject, which can be anything from *Star Trek* to bicycle maintenance. They will probably contain message areas within them

TRANSFER PROTOCOLS – A set of methods that determine how file information is transferred between computers, set-up through software. These include XModem, ZModem and Kermit. BBSs can usually handle a variety of transfer protocols

UPLOADING – Sending files to a bulletin board for other people to download, or directly to another computer

1. A computer

Presumably, you already own the silicon half of the comms duo, and as it runs 16 bits and offers a standard RS232 interface, you couldn't have a better start in the board game. A successful BBS can be run quite easily from any Amiga, ST or PC, you just need the right back-up and peripherals.

2. A dedicated phone-line

Now however, comes the shock: you need a *dedicated* telephone line. How many boards have you seen advertised in the computer press offering '9pm to 9am ONLY' as their hours of operation? That's because the person running it has only one phone line in the house and that has to be used as a proper telephone line during the day. And, as dedicated as comms enthusiasts are, there aren't that many who will sit up half the night logging on when there are quality daytime boards available.

The only thing for it is to blow your wad on a dedicated phone line. Sure, it bolsters BT's bank account, but examine the existing boards for a moment – those which have been in operation for a few years – and you'll soon see that it's the only answer; nearly all are on-line 24 hours. Part-time boards rarely survive more than a few months.

With a dedicated second line the board can be up and running 24 hours a day, seven days a week without hindrance. And what that equates to is the all-important build up of a loyal callership – without dedicated regulars, most bulletin boards can be described in one word: boring!

3. A modem

Computer clicks and buzzes are all very well, but you're going to need something to translate and transmit them down the line. That something is a modem. And just like every other gadget there's a small planet's worth available, each with various combinations of features flashing lights

How to gain, and keep hold of, your callers

Getting your board up and running is only one half of the battle. If you just put it on-line then sit back twiddling your thumbs you're not going to gain much from the experience. What you need is callers, and, more importantly, callers who want to call back. A regular bunch of on-line fans really makes you glow with an inner warmth that comes from knowing you've done something that other people appreciate. But how do you go about it?

1. NAME – Think up a decent name, preferably one that describes your board. If you are running a primarily PC board that will be packed with PC goodies then get PC into the name

2. ADVERTISE – OK, so your budget is a bit limited, but a fact that you've got to face is that advertising at least initially is essential. It's the only way the majority of computer users will know you've popped into existence. But you don't have to splash out on full page ads (which cost in the thousands). Simple lineage ads, which usually cost a few quid a line (or sometimes are even free) are quite sufficient

3. NOTIFY USER GROUPS – People who belong to user groups are usually serious about their computing and many of them are likely to be interested in comms, so letting a few of these groups know about you is a cheap way of getting your board's name about

4. NOTIFY OTHER BOARDS – Now you're on-line, why not phone up other boards and leave notes in their message sections asking people to give you a try. Of course, there might be some rare boards that might not like the competition and will delete your file, but on the whole there is a general feeling of goodwill between sysops

5. KEEP ACTIVELY INVOLVED – Once the calls come in make sure that you offer your users a decent service; answer messages left for you, provide lots of software for downloading, check for viruses (infecting people's hard disks with binary bacteria is a surefire way of putting them off), and generally police the system constantly. This means spending at least a couple of hours every day on your board

cont. on p70

ST – StarNet step-by-step ● ST – StarNet step-by-step ● ST – StarNet step-by-step

```
Editing Access Level 7

A >----<Edit Calls per day Now 8
B >----<Edit Minutes per call Now 240
C >----<Edit Minutes per day Now 240
D >----<Edit Idle minutes Now 2
E >----<E-Mail  1 access 0 NO access 0
F >----<User List 1 access 0 NO access 1
G >----<Outside 1 access 0 NO access 1
H >----<News Maint. 1 access 0 NO access 0
I >----<System Maint. 1 access 0 NO access 0
```

3. *StarNet* allows access on up to 15 access levels and each is separately configurable from the main menu. You can give callers an access status and then you can specify the number of calls per day, on-line time limits, create out-of-bounds areas and so on for each access level. It's also possible to increase any user's status up to sysop level

```
EDITING Message base #4
A >--< Edit message base name now ST Programming
B >--< Edit message base pathname now a:\message
C >--< Edit # of messages allowed now 25
D >--< Edit high message # now 0
E >--< Edit low message # now 0
F >--< Edit Message base access level now 1
G >--< Edit Subop User ID # now 0
H >--< EXIT
Enter Subop User ID# >Fielding
```

4. The program provides comprehensive message bases, and again, each is separately configurable. One interesting feature is that you can assign a subop (a kind of cut-down sysop) to any message base. This will enable you to create interesting Special Interest Groups (SIGs), and have them maintained by knowledgeable callers

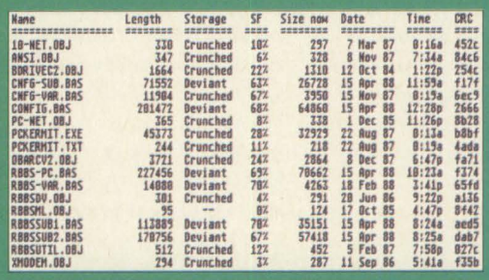
```
STar-Net BBS Version .91                    Current Notes Versio
By Eric Drewry                              Copyright 1987
Laston:System Reset
F1 Local Logon  F2 STar-Term  F3 Execute TOS program        UNDO Exi

                    Waiting for Call

                    12:27 AM
```

5. Your configured board is now up and running. To check out its operation, press F1. You'll be able to log-on locally and see *StarNet* running just like an external caller. There's a built-in terminal program too, so you can call out without taking the board down – perfect for downloading software from other bulletin boards straight on to your own

PC – Getting RBBS on board ● PC – Getting RBBS on board ● PC – Getting

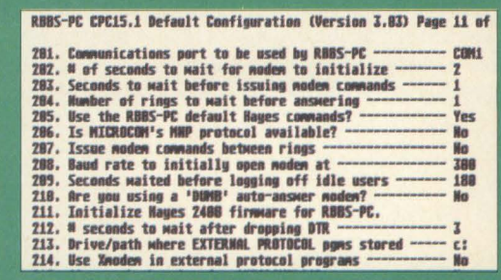
Tom Mack's *RBBS* is a veritable institution. Unable to find a general-purpose bulletin board for his PC user group he decided to write his own – the result was the 1983 version of *RBBS*. A lot of code has flowed under the compiler since then but *RBBS* is still a standard by which everything else is measured.

The program is modular, and consists of message, bulletin, file and security sub-systems, overlaid with sophisticated statistical analysis modules of all aspects of *RBBS*'s use. But what makes *RBBS* the first choice for the knowledgeable prospective PC sysop is its supreme flexibility. It's written in annotated BASIC and comes with all the source code so that those with obscure needs can be easily accommodated. Alter, recompile and Hey Presto! Custom communications...



Name	Length	Storage	SF	Size now	Date	Time	CRC
10-NET.OBJ	330	Crunched	10%	297	7 Mar 87	8:16a	452c
ANSI.OBJ	347	Crunched	6%	328	8 Nov 87	7:14a	84c6
BDRIVEC2.OBJ	1664	Crunched	22%	1310	12 Oct 84	1:22p	254c
CNFG-SUB.BAS	71552	Deviant	63%	26728	15 Apr 88	11:59a	f17f
CNFG-VAR.BAS	11904	Crunched	67%	3950	15 Nov 87	8:15a	6ec9
CONFIG.BAS	201472	Deviant	68%	64860	15 Apr 88	12:28p	2666
PC-NET.OBJ	365	Crunched	8%	338	1 Dec 85	11:26p	8b28
PCKERMIT.EXE	45373	Crunched	28%	32929	22 Aug 87	8:11a	b8bf
PCKERMIT.TXT	244	Crunched	11%	218	22 Aug 87	8:15a	4ada
QBARCV2.OBJ	3721	Crunched	24%	2864	8 Dec 87	6:47p	fa71
RBBS-PC.BAS	227456	Deviant	69%	70662	15 Apr 88	10:21a	f374
RBBS-VAR.BAS	14080	Deviant	78%	4263	18 Feb 88	1:41p	65fd
RBBSDV.OBJ	301	Crunched	4%	291	20 Jun 86	9:22p	a136
RBBSML.OBJ	95	--	0%	124	17 Oct 85	4:47p	8f42
RBBSSUB1.BAS	113889	Deviant	70%	35151	15 Apr 88	8:24a	aed5
RBBSSUB2.BAS	178756	Deviant	67%	57418	15 Apr 88	8:25a	dab7
RBBSUTIL.OBJ	512	Crunched	12%	452	5 Feb 87	7:58p	027c
XMODEM.OBJ	294	Crunched	1%	287	11 Sep 86	5:41a	f35b

1. The first step is to dearchive the files, and there's hundreds! Disk one contains the PD dearchiver ARCE.COM. Put the disk in floppy A: and type `MD C:\RBBS` (or 'B:' – RBBS works fine with floppies) and press return. Now type `ARCE RBBS-PC1 C:\RBBS`. The files will be extracted and stored in the *RBBS* sub-directory of your hard drive. Repeat the process with disk two



```
RBBS-PC CPC15.1 Default Configuration (Version 3.83) Page 11 of

281. Communications port to be used by RBBS-PC ---------- COM1
282. # of seconds to wait for modem to initialize ------- 2
283. Seconds to wait before issuing modem commands ------ 1
284. Number of rings to wait before answering ---------- 1
285. Use the RBBS-PC default Hayes commands? ------------ Yes
286. Is MICROCOM's MNP protocol available? -------------- No
287. Issue modem commands between rings ----------------- No
288. Baud rate to initially open modem at --------------- 300
289. Seconds waited before logging off idle users ------- 180
290. Are you using a 'DUMB' auto-answer modem? ----------- No
291. Initialize Hayes 2400 firmware for RBBS-PC.
292. # seconds to wait after dropping DTR ---------------- 3
293. Drive/path where EXTERNAL PROTOCOL pgms stored ------ c:
294. Use Xmodem in external protocol programs ----------- No
```

2. Experienced sysops will probably want to customise *RBBS* to suit their preferences (such as choosing how long callers should be allowed to stay logged on, writing special welcome messages, etc). This is achieved by running the accompanying CONFIG.EXE program. It looks complicated, but comprehensive prompting and function key use ensures simple operation

cont. from p69

Wad's worth...

It may not exactly be 'wandering lonely as a cloud' stuff, but poetry to the bank accounts of the box shifters nonetheless, as you hand over your hard-earned cash for their hardware. It doesn't have to be doom and gloom however. Almost everyone else offers specials, sales, second-hand stuff and big discounts for cash. Get in there, flash your wad, and talk big. You'll come out with knocked-down kit and coinage to spare. Here's a rough guide to what it's all going to cost:

- DEDICATED PHONE LINE: £125, plus £16 monthly rental
- MODEM: £125 –£150 brings home the bacon modulator-wise. If you insist on BT approval (and it's illegal not to...) then you'll pay between £300 and £400 for a quad speed (ie, a choice of four different transmission speeds) with MNP 5. Good second-hand bargains to be had for those who scour the small-ads
- HARD DRIVE: £299 for 20 megs of 68000-oriented hard drive, around £150 for a 20Mb PC hard card. Again, small-ads provide significant reductions on second-hand equipment
- Software: Zero, zilch, nuthin''. *RBBS* is public domain, likewise StarNet, and there are plenty more where those came from

and other oddments. But how do you choose what's best for your board?

Fortunately, modems conform to a standard which enables them to communicate with all the other modems on-line, so many of the manufacturers' enticements-to-buy can be discarded. All we're interested in is fast speeds, thorough error checking, auto-configure and affordable price tags.

When it comes to speed V22bis (2400/2400) is, for most boards, the very minimum. The days of 300 and 1200/75 baud communication are at an end. Remember: fast means best when BT's counting the units, and callers appreciate a board which enables them to spend as little time on the line as possible.

Data compression and checking used to be handled by external software but with the introduction of Miracom's networking protocol (MNP), the trend is for in-modem checking. The 'rating' system is MNP 1 to 5. Cheap modems begin at the bottom of the scale, expensive devices offer all five. Don't be brow-beaten into thinking that you must have MNP however – a quality modem and good software will see you through.

Ensure your buy is auto-configurable. That is, it will scan the incoming call and set itself to the caller's speed specifications. You also need a modem that auto-answers the telephone. That is, it can detect incoming calls, notifies your bulletin board software of this happy state and responds accordingly. Nowadays, almost every modem offers auto-answer, but if you intend to make a foray into second-hand land, discover what the device can do before parting with the dibs. But as a rough guide, pay no more than around £75 pounds for a quad-speed, and considerably less for something rated lower than 1200/1200. And check out *Public Domain* issue 2 – for a review of popular modems at affordable prices.

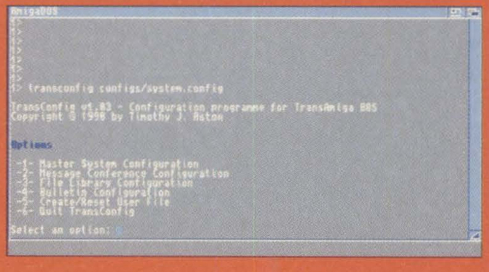
4. A hard disk

Finally, in the black box stakes, there's the hard drive. Like the shared phone line, you can limp along on a couple of floppies, but a kilobyte or so less than two megs of on-line storage isn't going

Setting up TransAmiga ● Setting up TransAmiga ● Setting up TransAmig

TransAmiga is of the better bulletin boards for the Amiga, and so, unsurprisingly, it turns out to be shareware. It requires 1Mb, but that's not much to ask in these days of half-meg expansions that you can pick up for the price of McDonald's birthday special – usually with an exceptionally useful (for bulletin board systems) on-board real-time clock too! And *TransAmiga* is as good a reason for splashing out as any – you can run a bulletin board on half a meg but you can do so much more with a bit of expansion.

So, by being allowed to flex its code over a whole megabyte, *TransAmiga* bristles with impressive features. External sysop-definable transfer protocols and compression utilities, no limit on file areas (each with custom access settings...), upload/download ratios which can be set for any caller, key-assignable commands each with definable access levels, doors out to other programs, the list, or so the cliché goes, is endless.



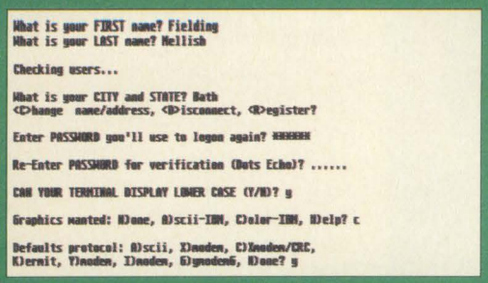
```
1> transconfig configs/system.config

TransConfig v1.83 - Configuration programme for TransAmiga BBS
Copyright © 1990 by Timothy J. Aston

Options

 -1- Master System Configuration
 -2- Message Conference Configuration
 -3- File Library Configuration
 -4- Bulletin Configuration
 -5- Create/Reset User File
 -6- Quit TransConfig

Select an option:
```

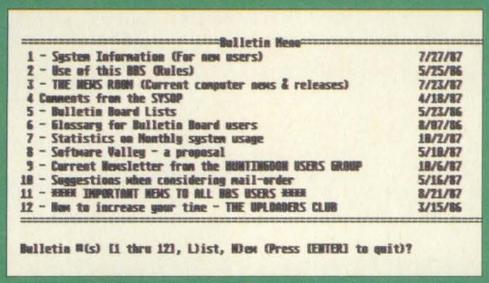
1. *TransAmiga* requires hefty setting-up. To help, the program's accompanied by *TransConfig*, a set-up editor. First, create four directories with the following names (on DF0: if you're running the board from floppies, or on your hard drive): CONFIG, TEXT, BULLETINS and DOORS. Now run *TransConfig* from the shell by entering `TRANSAMIGA DF0:CONFIGS/SYSTEM.CONFIG`

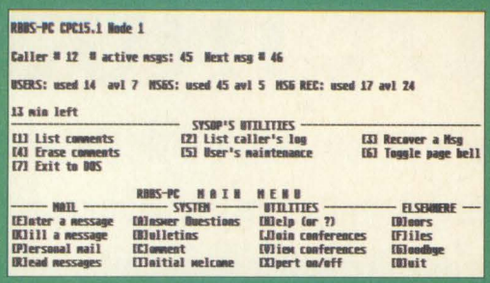
```
Master System Configuration

Search Paths (must end in either ':' or '/'):
    [df0:configs/] Configuration Path:
    [df0:system/] System Path:
    [df0:text/] Text File Path:
    [df0:text/] Bulletin Path:
    [df0:doors/] Door Path:

Modem commands ('^'=CR  '~'=wait .5 seconds):
    [ATZ|] Initialization command:
    [ATH|] Exit command:
    [ATM0|] Local logon command:
    [ATM1|] Local logoff command:
    [df0:devs/serial.device] Name of serial device:
    [ 0 ] Serial device unit number:

Access (0 to 255):
    [ 50 ] New user's time limit:
    [ 3 ] New user's upload:download ratio (1:0):
    [ 50 ] New user's access level:
    [ 50 ] Privileged user's access level:
```

2. The Configuration Editor requires in-depth information about your system, modem, desired caller access levels and so on. Each stage of the configuration procedure is initiated from the main menu and the result is an ASCII file containing the set-up. For now, select option 1 and enter file paths, modem commands, access levels and the name of the sysop and BBS

BS on board ● PC – Getting RBBS on board ● PC – Getting RBBS on board


What is your FIRST name? Fielding
What is your LAST name? Mellish
Checking users...
What is your CITY and STATE? Bath
<C>hange name/address, <D>isconnect, <R>egister?
Enter PASSWORD you'll use to logon again? ******
Re-Enter PASSWORD for verification (Dots Echo)? .....
CAN YOUR TERMINAL DISPLAY LOWER CASE (Y/N)? y
Graphics wanted: N)one, A)scii-IBM, C)olor-IBM, H)elp? c
Defaults protocol: A)scii, X)modem, C)Xmodem/CRC,
K)ermit, Y)modem, Z)modem, G)ymodem6, N)one? g


Bulletin Menu
1 - System Information (For new users) 7/27/87
2 - Use of this BBS (Rules) 5/25/86
3 - THE NEWS ROOM (Current computer news & releases) 7/23/87
4 Comments from the SYSOP 4/18/87
5 - Bulletin Board Lists 5/23/86
6 - Glossary for Bulletin Board users 8/07/86
7 - Statistics on Monthly system usage 10/2/87
8 - Software Valley - a proposal 5/10/87
9 - Current Newsletter from the HUNTINGDON USERS GROUP 10/6/87
10 - Suggestions when considering mail-order 5/16/87
11 - ##### IMPORTANT NEWS TO ALL HBS USERS ##### 8/21/87
12 - How to increase your time - THE UPLOADERS CLUB 3/15/86
Bulletin #(s) [1 thru 12], L)ist, H)elp (Press [ENTER] to quit)?


RBBS-PC CPC15.1 Node 1
Caller # 12 # active msgs: 45 Next msg # 46
USERS: used 14 avl 7 MSGS: used 45 avl 5 MSG REC: used 17 avl 24
13 min left
SYSOP'S UTILITIES
[1] List comments [2] List caller's log [3] Recover a Msg
[4] Erase comments [5] User's maintenance [6] Toggle page bell
[7] Exit to DOS
RBBS-PC MAIN MENU
MAIL SYSTEM UTILITIES ELSEWHERE
[E]nter a message [A]nswer Questions [H]elp (or ?) [D]oors
[K]ill a message [B]ulletins [J]oin conferences [F]iles
[P]ersonal mail [C]omment [V]iew conferences [G]oodbye
[R]ead messages [I]nitial welcome [X]pert on/off [U]uit

3. Although capable of a enormous range of custom features, for those who simply want to get on with running a board, the newly-extracted *RBBS* is ready to go without the need for any further fiddling about. Simple, wasn't it? All you have to do now is change to the *RBBS* directory by typing `CD C:\RBBS`, and enter `RBBS-PC1`

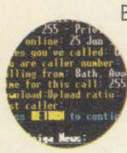
4. You'll probably want to see what the board will look like to your prospective callers, so when the name and address prompt appears, enter the relevant information – it's all pretty straightforward stuff, and shouldn't put off those new to comms. Answer N to the 'Skip bulletins?' prompt, the screen clears and the bulletin menu is displayed

5. Quit the bulletin menu to display *RBBS*'s main menu. From here, you can explore what else the default board has to offer – Special Interest Groups (SIGs), conferences, messages, questionnaires and the like. Obviously, until someone calls, it's all gonna be pretty empty, so press G (ie Goodbye), sit back, and await your first logon...

to wow many callers with an extensive range of downloads. In most cases, the board software and ancillaries require at least a half meg of memory – switch the thing on, and you're down to not much more than a meg.

Fortunately, there's a large range of hard drives for all three 16-bit machines, and you can pick up a respectable 20 megs for well under £300 (probably around a *hundred* for all you PC lucky IBMophiles) Obviously, bigger is better, and if you can afford it, go for the monsters – a 60Mb device will give you the best board on the block, but with sensible management, 20Mb is just fine.

5. Bulletin board software



Buying the necessary hardware's probably left your wallet pretty depleted. Fortunately, what seems like spending without end has just reached a big fat impasse, because up pops the good old public domain (don'tcha just love it?) with a full compliment of PD bulletin board packages for little more – or so the cliché goes – than the price of a disk.

Free? Well, it's like this. In the States, where phone call consumers have certain rights, telephone charges have always been in line with what the punters are prepared to pay – keep your prices high, and another phone company's going to take away your business. And what that means is reasonably priced long distance calls and *free* local calls. All grist to the board artist's mill.

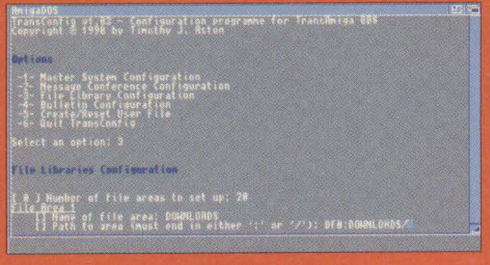
Bulletin boards got a chance to get off the ground because prospective enthusiasts could afford to use them. Ultimately, and in such a conducive climate, programmers began to give away their boards for free. It's good stuff too. Some of the PC boards are better than anything you'll pay hard cash for, and those available for the 68000 machines are fine and dandy for almost every bulletin board purpose.

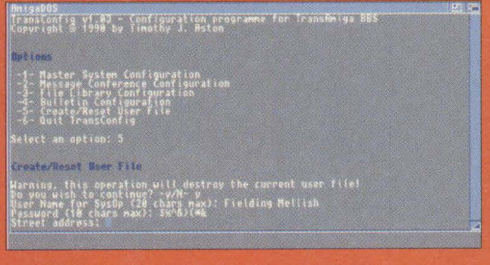
Now all that's left to do is connect the stuff together, boot the software, and get it on-line. Give it a week or two of testing to make sure all's well and to get you familiar with the software (it's a good idea to call your own board from a friend's house). Make sure there are plenty of choice downloads, lots of luscious Special Interest Groups (SIGs) and an atmosphere of freedom – constrict the movements of your callers and you won't keep them for long.

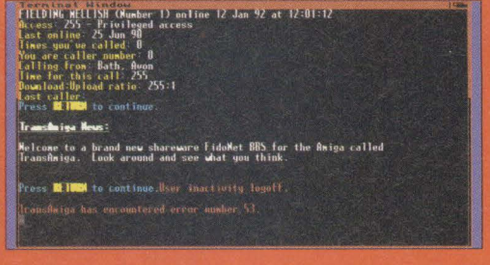
6. Regular users

So the basic premise for most boards is attracting the indispensable loyal liggers – the guys who call night after night, unofficially policing your board, working as part-time sysops, uploading quality software and generally interacting in beneficial ways. You might originally set up your board for your own amusement, but unless you actually get some calls the whole enterprise will soon become futile and frustrating. Building up a regular callership can be achieved by offering users a quality service that will make them want to call back. And getting on that happy path involves digging deep for the right equipment and dishing up exciting software donations from the public domain. PD

Setting up TransAmiga ● Setting up TransAmiga ● Setting up TransAmiga


AmigaDOS
TransConfig v1.83 - Configuration programme for TransAmiga BBS
Copyright © 1990 by Timothy J. Aston
Options
-1- Master System Configuration
-2- Message Conference Configuration
-3- File Library Configuration
-4- Bulletin Configuration
-5- Create/Reset User File
-6- Quit TransConfig
Select an option: 3
File Libraries Configuration
[0] Number of file areas to set up: 20
File Area 1
[] Name of file area: DOWNLOADS
[] Path to area (must end in either ':' or '/'): DF0:DOWNLOADS/


AmigaDOS
TransConfig v1.83 - Configuration programme for TransAmiga BBS
Copyright © 1990 by Timothy J. Aston
Options
-1- Master System Configuration
-2- Message Conference Configuration
-3- File Library Configuration
-4- Bulletin Configuration
-5- Create/Reset User File
-6- Quit TransConfig
Select an option: 5
Create/Reset User File
Warning, this operation will destroy the current user file!
Do you wish to continue? <Y/N> y
User Name for SysOp (20 chars max): Fielding Mellish
Password (10 chars max): SW*8J(*&
Street address:


Terminal Window
FIELDING MELLISH (Number 1) online 12 Jan 92 at 12:01:12
Access: 255 - Privileged access
Last online: 25 Jun 90
Times you've called: 0
You are caller number 0
Calling from: Bath, Avon
Time for this call: 255
Download:Upload ratio: 255:1
Last caller:
Press RETURN to continue.
TransAmiga News:
Welcome to a brand new shareware FidoNet BBS for the Amiga called TransAmiga. Look around and see what you think.
Press RETURN to continue.User inactivity logoff.
TransAmiga has encountered error number 53.

3. After configuring the conference areas, select option 3, 'File Library Configuration', and type in the number of file areas you want to create. The program supports all external archiving utilities, but they have to be defined and their locations noted. File Library Configuration is also where you decide on the number of transfer protocols

4. Finally, create a new User File by selecting option 5. The User File contains the name of the sysop and their password, as well as those of callers. Any previous User File is overwritten – so be careful! Now choose option 6 to quit out of the setting up procedure. The new configurations are written out to disk and the board's ready to roll

5. *TransAmiga* on the airwaves. It operates in interlace mode, so a flicker fixer or lots of patience is required but you'll soon get used to it. Log on in local mode to see what your new toy looks like by accessing the *TransAmiga* menu and selecting 'Local Logon'. Congratulations! Your board is working. Now all you've got to do is get some callers!

Demos

Animations, music disk, slideshows, megademos... they're all here in the world of PD demos. Whether you want a cool science fiction clip or a remixed version of the latest dance hit, chances are you'll find them here. But which ones are any good? Maff Evans sorts them out...

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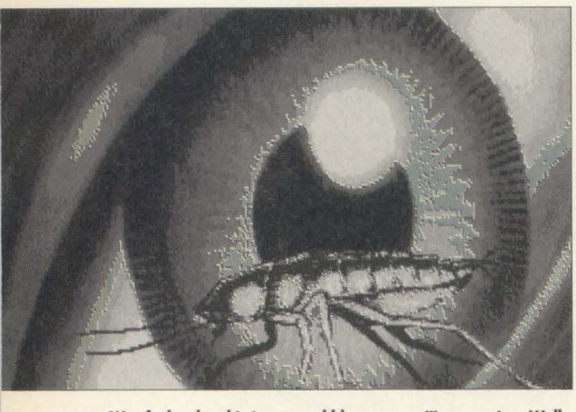
Hardwired (PD)

Amiga • NBS, 132 Gunville Road, Newport, Isle Of Wight PO30 5LH ☎ 0983 529594

In order to be really impressive these days, a megademo needs more than technical wizardry; it needs some imagination. Some things that take ages to program might be very clever and worthy but often they aren't the most entertaining things to watch. *Hardwired* manages to avoid the normal pitfalls. All the usual elements are there – twirling vector shapes, scrolly messages, etc – but there is a whole lot more to keep the viewer watching for a while.



Watch closely, this insect could be veeerry iiinterresting. Well, maybe not, but the rest of the *Hardwired* demo is

The demo comes on two disks, which contain a progressive series of sections unveiling new and wonderful techniques. Right. That's the sales spiel out of the way, what's actually on there?

To start with, there is a very cinematic sci-fi opening sequence, with a lookout on a space freighter being attacked by a vicious alien hiding back in the shadows. The action is a portrayed by a combination of digitised images and hand-drawn pictures, all based on shades of grey to capture that 'film-noir' look.

Next up it's the ubiquitous vector demo – and it's rather a nice one. The shape displayed consists of 48 faces, with a well-produced transparent effect on some of the surfaces to give the object depth.

After a couple of weird bouncing lines and scrolls (and a raytraced picture of a toilet for some reason) is just about the best vectordot demo yet seen on the Amiga. The effect is similar to the more usual wire-frame vector animations, except that the lines are made up of a mass of tiny dots. The dots swirl together to form a shape which then rotates, a 'ghosted' trail being left as it moves. After a couple of turns the dots break up and regroup to form a new shape. A very impressive little routine.

Hey man, get those rasters twisting as the *Hardwired* demo starts turning itself inside out (eeuurgh)

This is followed by a couple of more normal vector routines, with a bouncing square and a series of metallic balls bounding between two angled chessboards – all the usual sort of stuff.

However, a rather nifty section has been saved until the very end. It is called simply *Space*. A pilot jumps into his polygon-formed fighter before launching from the docking bay and flying off to the surface of some desolate planet.

More often than not, megademos are simply collections of little intros that aren't entertaining enough to stand up in their own right. *Hardwired* avoids falling into this trap by giving the whole package a certain amount of polish not usually found in megademos. Inevitably there are highs and lows to be found, but the overall effect is extremely effective, making it one of the best megademos yet seen on the Amiga.

AMIGA 90%

Bartman Demo (PD)

ST • MD45 • Merton PD 10 Grasmere Avenue, London, SW19 3DX

Look, I know *The Simpsons* are a very saleable commodity, but just how many PD versions of *Do the Bartman* have to be released before people realise that the well has run dry on that particular idea?

Oh dear. He doesn't look well. Looks like Bart has been beaten up again as he takes the stage in the *Bartman Demo*

This is one of the most simplistic yet to appear. All that it contains is a pretty average drawing of Bart with a couple of flashing text windows at the top of the screen. The sound itself is a couple of short samples played over and over in a loop.

What's more, the flashing text messages cause an audible click (and sometimes a definite bleep) that can be heard over the music.

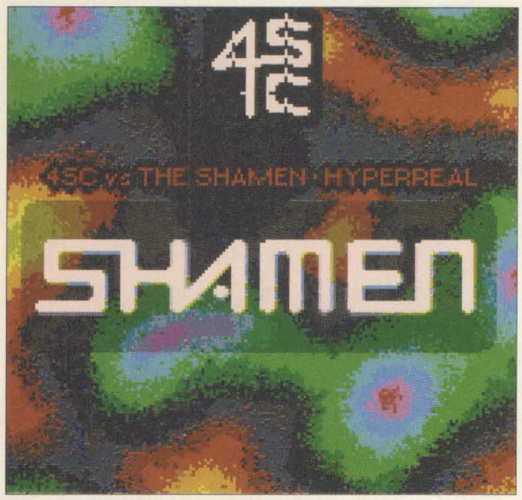
If you're going to cover such well-trodden ground as this on a demo, then you should really make sure that it's something special. This one most certainly isn't.

ST 25%

Hyperreal Demo (PD)

Amiga • 1555 • 17 Bit, PO Box 97, Wakefield WF1 1XX

A couple of months ago, coding team Four Small Custards released a PD remix of the Shamen's *Progen*, using samples from the *Progeny* CD. This time the group has done the business with the last Shamen single – not counting the rerelease of *Progen* – *Hyperreal* (music snob – Ed).



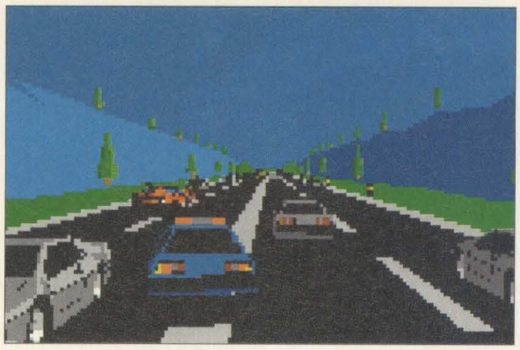
Coding team Four Small Custards makes a return with another Shamen remix. This time it's *Hyperreal*. Dig the acid colours, man!

Unfortunately, there is no version of this track with separate sections ready for sampling this time around, so 4SC has had to make use of what was available.

The basic bassline and rhythm are well-produced, sounding very much like the original, but the main melody and vocal sections are a bit of a let-down. The top-line uses a pretty standard tracker voice, whereas the classy female vocal featured on the original track has been replaced by one of the coders warbling away into a microphone. This makes the whole thing sound... well... pretty cheap, really.

Four Small Custards has shown in the past that it can produce some pretty darned impressive material given the right tools. But the team is going to have to learn how to work better with less in the way of raw materials if this demo is anything to go by.

AMIGA 64%



Squint your eyes and get close to the screen to watch this shrunken version of Tobias Richter's anim in the *Mini Run Demo*

Mini Run Demo (PD)

ST • MD51 • Merton PD, 10 Grasmere Avenue, London, SW19 3DX

Some of you may well have been lucky enough bought the very first issue of *Public Domain*. In which case you may remember a review being included of a Tobias Richter Animation titled *The Run*. This was a short, but well-produced, 3D anim with a Lotus being chased down a busy highway by a high-powered police car.

For some reason, these people have decided to convert the Amiga version onto the ST by squashing it into a tiny window in the middle of the screen and giving it the title *Mini Run*. It may be interesting for those who like miniature models or enjoy trying to write entire documents on the back of a postage stamp, but otherwise it's a much better idea to get hold of the proper, full-screen ST version.

Having said that, it is still a good animation – it's just a shame this version's so tiny!

ST 45%

CDTV Attack (PD)

Amiga • 1Mb • Varksoft PD, 45 Maplecroft, Crescent, Sheffield S9 1DN

There must be a few Amiga owners out there who fancy the idea of having access to a totally awesome amount of disk storage. The advent of the CDTV (and more recently Commodore's A690 Optical Drive) means that this is a viable prospect. However, shelling

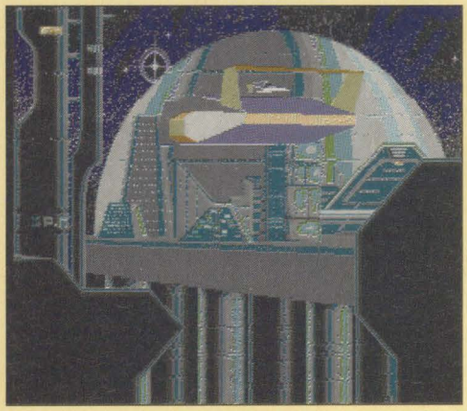
cont. on p74

Five-disk epic of galaxy-spanning action

Odyssey (PD)

Amiga • NBS, 132 Gunville Road, Newport, Isle Of Wight PO30 5LH ☎ 0983 529594

Epic space stories are usually the sole domain of science fiction books and films, but that new-fangled medium called the computer has enabled a new method of weaving fantastic interstellar stories.



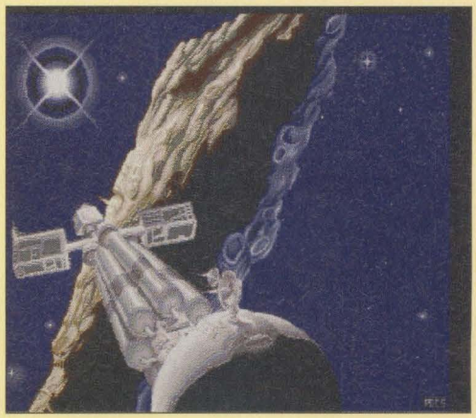
Oh no! Zork has been captured! This is quite a serious twist but don't worry, because there are still four disks to go...

Odyssey is a grand five-disk tale based in the old tradition of 'heroes of good battling against the evil space dictator', which has been put together by members of 'famous' coding crews Silents and Crionics under the name Alcatraz. The story tells of an evil race known as the Kryllions who are subverting peaceful races across the galaxy to build a brutal empire. The remaining members of the Government decide to try and put a stop to the Kryllions' plans by calling in outside help. Only one man can save them – the mercenary soldier Zork (cue dramatic music and heroic stance).

The plan is simple. First Zork must infiltrate the Kryllion prison world of Zool to find the Government's agent. He has information on how to destroy the Kryllion bases, as well as a number of contacts in the rebellion who can help. Before he can do this, though, he has to break out of prison, steal a spaceship and build a weapon. Easy... isn't it?

A number of different styles and effects are introduced as the plot unfolds, including 3D polygon graphics, full-colour pictures, text messages, fractal floors, 3D sprites and parallax-scrolling landscapes. The pictures have all been well drawn and the animation is extremely good.

The space dogfight scene between Zork and the Kryllion fighter ships is just about good enough to be in a sci-fi film, let alone stand up as a demo in its own right. The polygon ships whizz around an animated starfield backdrop firing laser beams at each other, with colourful digitised animations being played as the ships explode. Add to this style of animation the undulating planet surfaces, a very stylish computer scanner sequence and an incredibly atmospheric series of cinematic soundtracks and you have a demo which shouldn't be missed by any self-respecting Amiga owner.

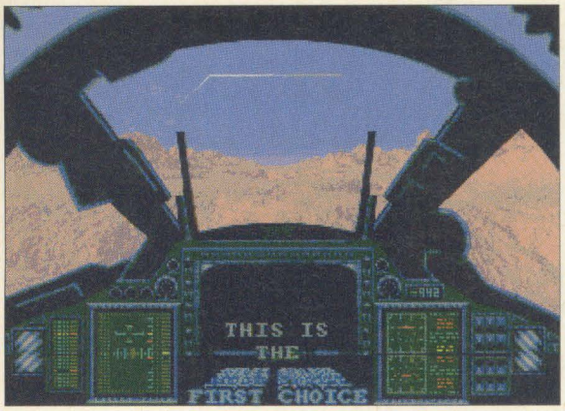


A huge freighter flies in the shadow of an asteroid, but what contents does it carry? Carry on watching *Odyssey* to find out

Oh, by the way. Try to ignore the bad grammar in the text included on the demo. These Europeans are good coders, not linguists!

AMIGA 95%

cont. from p73



Cruise over a mountainous landscape in this stripped-down version of the *Planetside* demo that can be found on the *CDTV Attack* disks

out for one of these devices is a different matter. If you'd like a taste of the kind of things the CDTV can do, then this is the demo you need.

The two-disk collection contains three demos. The first is an (extremely) abridged version of the *Planetside* animation found on the CD version of Psygnosis' *Lemmings*. Don't get too worked up, though! It's not anywhere near the whole thing. What you've got is simply a cockpit display and a three second looped animation of some fractal-based scenery rushing beneath. The effect is all very nice, but it hardly has the 'wow' factor of the original.

The second demo has little or no connection with the CDTV at all, and is, in fact, available on other disks. The clip is Extensors' *Hypnautic Hammer II*, which is basically a mad techno workout with some serious strobe images. But unlike most acieeed demos, this one has a much more industrial feel. The graphics have a very rigid 'blueprint' feel, evoking images of the German Bauhaus school of design, and the music is very much a cross between the KLF and Belgian Newbeat. It's a well-produced little demo which veers away from the normal dance-video clips.

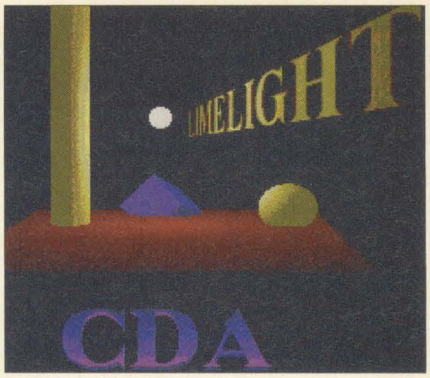
The last section is pretty much a novelty item. After a message from the *Young Ones*' Neil, a sampled rendition of Bernard Cribbins singing *Hole in the Ground* crops up. Presumably this is a hint at the amount of sampled sound that CD ROM can store... or maybe not. The sample itself is alright, if a little scrappy at times, but it does include most of the song.

As far as giving a taste of the CDTV is concerned, this demo doesn't really amount to much. On the other hand, it is a neat little collection of demos which stands up on its own merit, so have a quick look for a short, but interesting, piece of entertainment.

AMIGA **79%**

CDA Limelight (PD)

Amiga • 1560 • 17 Bit, PO Box 97, Wakefield WF1 1XX



What's this piece of modern art? Could it be the intro screen to the *CDA Limelight* demo? I'll give you a hint... check out the text at the bottom

As you will see throughout the demo reviews in *Public Domain*, there are quite a few really impressive Amiga music disks available. The number of talented home musicians belting great tunes out just using their computer is quite incredible, allowing PD fans to enjoy a load of dance/ambient/industrial soundtracks without having to wade through tons of other stuff first.

Unfortunately, there has to be a back-marker to make the good stuff seem really good. This month the task falls to CDA's *Limelight* demo.

After a pretty weak intro picture, a rather bland mountain-scape is loaded to back-up the golden font of the menu. Ah well, you may think, the sound is the important thing on a music disk, not the graphics. Well, you'd be right in saying this, but *Limelight* is a bit of a let-down in this department as well.

All the tunes sound pretty weak and tinny, and are rather reminiscent of the kind PD tunes so popular about two years ago. Sorry guys, but when there are a great many music disks available with some blistering tracks to be heard, a selection as tame and dated as this really doesn't make the grade.

AMIGA **35%**

cont. p

This rather impressive, classy text hides the fact that *CDA Limelight* is packed with twee, irritating tunes

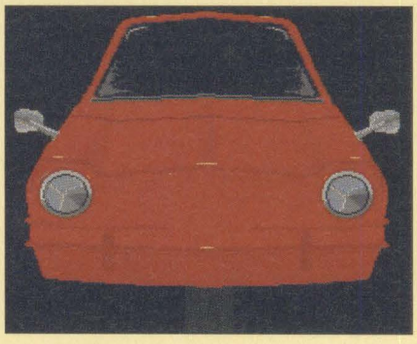
Stand aside Lotus... the three wheelers are set to burn rubber

Robin Reliant Turbo Challenge (Licenceware)

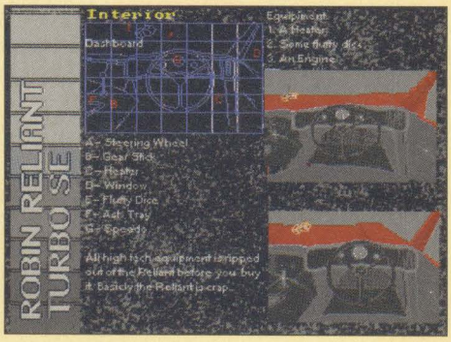
Amiga •1MB • 4th Dimension 94 Breedon Street, Long Eaton, Nottingham NG10 4FE

How many of you have seen the game Lotus *Turbo Challenge II*? Ooh, that many, huh? No wonder it got to number one in the charts. This little demo is a spoof on the attract sequence (that's the snazzy graphical bit that pops up when no-one's playing the game for the uninitiated) to this highly successful game.

Written in AMOS, it displays a number of animated screens based on the anims found on the intro to the game... but with one major difference. Instead of featuring an extremely powerful and sexy sports car, this time it's a gleaming Robin Reliant three-wheeler that comes under scrutiny.



The sleek curves of this hot little number are there for all to see on the *Reliant Robin Turbo Challenge* demo captured!



Imagine yourself sat behind this luxurious dashboard. The *Reliant Robin* demo helps put you in the driving seat

A lot of the screens are very like the original (barring the difference in car), from the headlight flashing main pic, via the rotating blueprint with engine specifications to the dashboard diagram. Unfortunately, the specification descriptions hardly show the Reliant in a pleasing light but I didn't decide that, Robin fans, so don't complain to me! The whole thing is backed by the music to the first Lotus game, which tops off the spoof nicely.

As far as technique goes, this is hardly a ground-breaking piece of code, but as a jokey piece of entertainment it works very well, for fans of the Reliant Robin, the Lotus games, or even just for entertainment, rev up your hot-rods and check it out.

AMIGA **95%**

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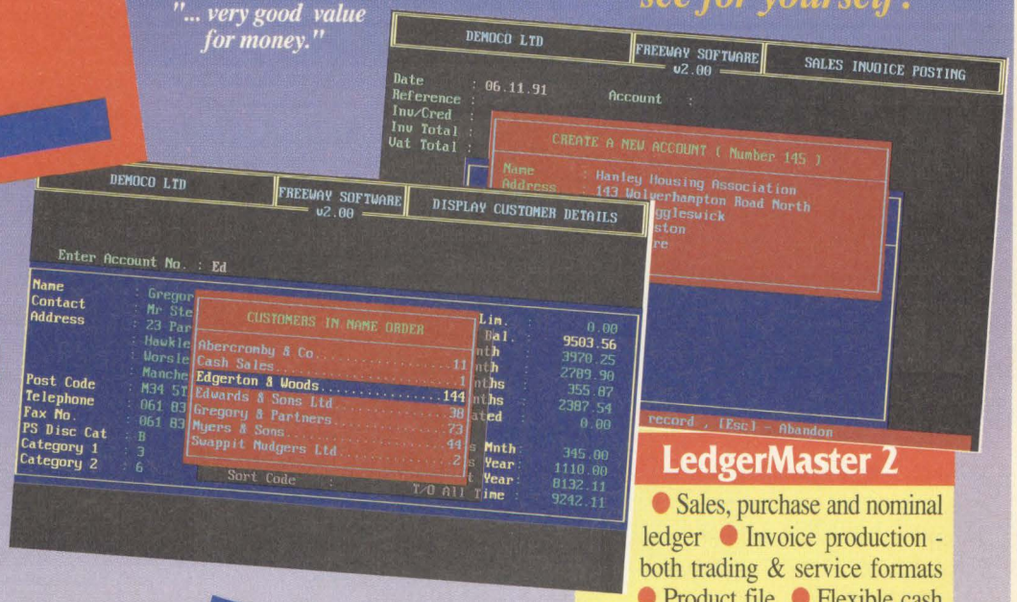

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DEALER ENQUIRIES WELCOME

cont. from p74

Choose the song you want to hear from this main control panel on the *V8 Music Demo*

V8 Music Demo (PD)

ST • MD48 • Merton PD
10 Grasmere Avenue, London, SW19 3DX

Computer game music is quite a big 'thing' in the demos world. Quite a large number of disks are released with various sections being backed by tunes lifted from hit games.

This disk goes completely over the top in this arena by including a whole slew of soundtracks and ditties from different games, including *1943*, *Buffalo Bill*, *Fifth Gear*, *Custodian*, *Future Sports*, *Commando*, *License to Kill*, *Overlander* and *Shinobi* to mention but a few.

The intro to the demo is hardly dramatic, consisting of a simple, but nicely drawn, Empire logo followed by a scrolling screen filled with grey tiles... why, I don't know.

The music screen itself is split into two sections. The top half is taken up with the tunes list, which scrolls as you move the selection cursor around. The lower portion of the screen is where you find control panel, which has a few buttons for selecting tunes, a scrolling text message and a rather odd little waveform display which looks more like an extremely dodgy ECG machine than anything to do with music.

If you're a fan of ST game music, then you'll be ecstatic about this. The presentation is very simple, but there are more ripped tunes here than you can shake a cursor at! Good value for tunes fans.

ST **62%**

Sadness Part One (PD)

Amiga • 2132 • Virus Free PD, 23 Elborough Road, Moredon, Swindon, Wiltshire SN2 2LS

Continuing the theme of producing Amiga versions of dance hits, Excalibur has put together two versions of Enigma's first chart single *Sadness* (or, for those who prefer the real title – *Sadeness*. Radio 1 gat a bit nervous of the Marquis de Sade reference in the title). Included on the disk are versions for both one meg and half meg users.

The expanded memory version is basically a track made up by taking long sections from the actual record, to produce a close rendition of the single, whereas the *Half Meg Mix* is a stripped-down version using fewer and shorter samples. Both versions do the track justice, capturing the strange ethereal mood of the Enigma original, complete with the pan pipes and Gregorian chants.

The only real disappointment is that the memory limitations mean that there are no graphics to go with the song, just a simple text screen. However, the track has been produced well enough to allow the sound to stand up on its own.

If you liked the original, then this is a good way of showing off the sound capabilities of your Amiga using a well-known song. If, on the other hand, you missed out on the single, then the dream-like qualities of the track may

EXCALIBUR
---- PRESENTS ----
Another cover version of a spectacular dance track:-
---- ENIGMA - SADNESS PART I ----
F1 = SADNESS PART I (7" Single)
F2 = SADNESS PART I (1/2 Meg Amiga Mix)

There is very little in the way of graphical innovation to be found on this demo, but the version of Enigma's *Sadness* is top hole, old boy

It's got mutant beetles. It's got Axel F. It's got baggy t-shirts. But is it any good?

Total Chaos Double Doozer (PD)

ST • Not Fully STE compatible• CH166/D • Captain Hack's PDL, 19 Latimer Drive, Laindown, Essex ☎ 0268 416888

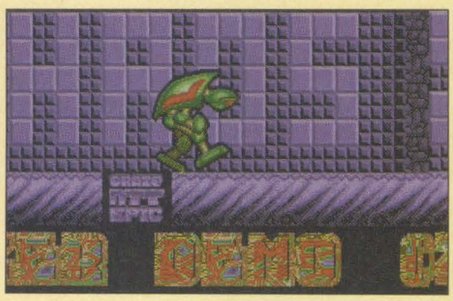
Well surprise, surprise! Here's another of those disks that uses a simply game-like selector for choosing demos. After a simple intro with a couple of bouncing logos, the *Double Doozer* selection screen appears.

The graphics for this particular menu are pretty good, with a large sprite marching across a colourful background. The being is basically a humanoid, except that he has a large beetle-like shell mounted on his back!

The demo titles are printed on plaques set into the floor. What you have to do is walk along until the character is standing over the demo you want to load, then press Space. This brings up a text message concerning the relevant section, with a rather odd cartoon character in a baggy T-shirt in the background. The picture is very nice, but try to ignore the sampled version of Belouis Some's *Imagination*!

The first section bodes well, although the techniques are fairly simple, with a nice 3D ball effect giving the picture a feeling of depth.

Try and reset the *Total Chaos Double Doozer* disk and this rather unfriendly chap appears



Guide this mutant beetle creature around to select your choice of demo in the *Total Chaos Double Doozer* disk

The next demo isn't quite so impressive, though. All it consists of is a couple of clever-clever scroll effects, a metallic logo, two wibbling England flags and yet another warbly version of *Axel F.* Please! Spare us all these dodgy Harold Faltermeyer impersonations!

The rest of the disk is taken up by some pretty standard (and pretty boring) demos, including the ubiquitous controllable vectorbobs in the shape of the *What's Up Doc Demo*. This particular section features one of the dodgiest pieces of music to appear on the ST this month, since some of the instruments are so distorted and out of time that it sounds like the demo has crashed!

There is one interesting section though, namely the *3D Demo II* by Craze. The scroll is rather garishly-coloured, and more than a little blocky. However, the tune that plays in the background has a nice Oriental feel – even if it does sound a little slow.

The main feature of the demo is the collection of 3D shapes that weave around the screen, each being made up of lines built from spherical sprites.

Unfortunately, Double Doozer falls into a similar trap to many other ST demos. A lot of effort has been put into the initial presentation and the menu system, but this is let down by the fact that the disk is padded out with the usual collection of boring 'scrolly-text and-bouncing-blobs' demos. What's happened to originality? It's about time people started coming up with their own ideas.

ST **68%**

be just the thing to relax you after a hard day. Chill out, man...

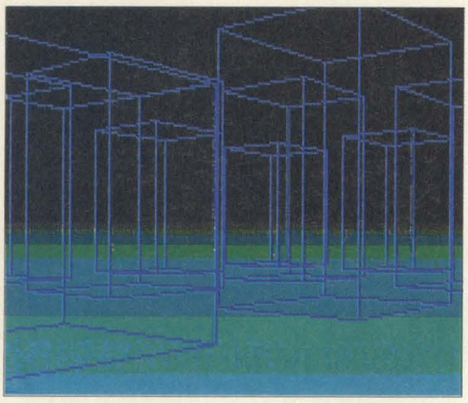
AMIGA 78%

Magic Megademo (PD)

Amiga • 2208 • PD Soft
1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD
☎ 0702 612259

When the word 'megademo' appears on a disk label, it usually means that you're about to see a lot of old ideas repackaged in a new format. However, this demo gets off to a good start by distancing itself from the normal glut of megademos that generally appear.

A text message pops up saying 'Do you like vectors? We don't,' followed by the bog standard rotating vector cube. In order to emphasise the point, the famous 'big foot' from Monty Python drops down to squash the cube!



Take a flight through a wire-frame version of a New York-style cityscape in the *Magic Megademo*

After this bit of frivolity, the proper intro arrives. This involves a 3D starfield effect with a computer display at the bottom, showing messages as the 'ship' tracks a planet. Eventually, after a minute or so of flight with a Tangerine Dream-style soundtrack playing, a touched-up digitised pic of a planet appears before the next section is loaded.

Ah, those glorious Mediterranean sunsets. But don't worry about Judith Chalmers turning up to ruin things! It's just the opening stages of the *Magic Megademo*

This involves is a polygon clock face flying around over some cycling copper bars. This acts as a countdown to the main title screen, which is an excellent digitised picture of a sunset over the waves. At the bottom of the screen is the Magic logo, heralding the start of the demo.

After a boring scroll and a quote from Tolkein's *Lord of the Rings*, a strange little animation of a worm walking to a milk carton appears followed by a message... but what does it mean?

As a new soundtrack is loaded (and a pretty feeble one at that) a very nice drawing of Calvin's tiger pal, Hobbes, is displayed. A few cred points added there!

The next section is a pretty dull four-way split screen containing different starfields, logos and messages, but this is followed by a nice 3D section. This is basically a flight through a series of wire-frame city blocks, looking very much like part of the opening sequence to that hit Gerry Anderson puppet series, *Terrahawks*. And it's pretty impressive.

The demo finishes up with a couple of simple sections, one containing a 3D chessboard floor and a text message, with the camera view being controlled with the cursor keys. Although the design is simple, the smooth viewpoint movement makes the piece look rather effective.

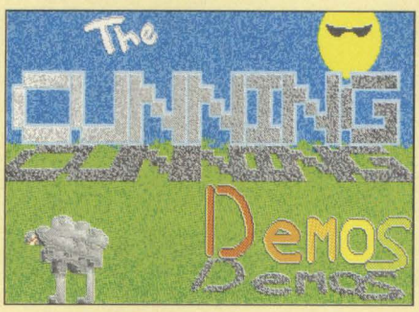
For the most part, the *Magic Megademo* is a highly-polished product, taking a step back from the usual clichés to produce something really quite interesting. However, there are a few weak points, such as the dodgy 'fantasy' pic on the credits section and a couple of the tunes, which sound

Bouncing sheep and Zorba the Greek

Cunning Demos (PD)

ST • DEM 129 • Prophecy PDL, 390 Coulsdon Road, Old Coulsdon, Surrey CR5 IEF

A lot of superlatives have been used in demo titles to give the impression that there is something really special on the disk. One description that would hardly seem to fit is 'cunning'. In what way? Do they fool you into thinking they're crap when they're good? Do they con money out of you under false pretenses? Do they worm their way out of a tight corner when the enemy are closing in? Not really – it's just an inappropriate label.



What must the farmer be feeding that sheep? If its antics at the beginning of the *Cunning Demos* disk are anything to go by it's jumping beans!

The intro to the disk is extremely odd. The background is a fairly duff 'field and sky' picture with some simplistic writing. In front of this scene a very stiff cartoon sheep leaps about the screen as if demented. What for? Er... You've got me there! I've no idea.

After this a digitised picture of a pair of eyes appears (very much in the style of a Hitchcock film) with a jolly version of *Zorba the Greek* playing in the background. This is such a naff tune for a demo disk that it works extremely well!

It's after this interlude that things start to get a trifle dubious. The message says, 'Now loading the fantastically good main menu', whereas it's simply another of those 'play the game to select a demo' screens. Unfortunately, the rather dodgy vertically-scrolling driving game that appears could hardly be described as fantastic.

The graphics are pretty sketchy, nowhere near the quality we've come to expect from this kind of menu system, and the whole thing is very difficult to control. Selecting a demo is more trial and error than actually picking the one you want. The programmer says that he hopes to turn this into a full game and earn some dosh. Dream on, sunshine, dream on.

The demos themselves are the usual collection of odds and ends, with some split-screen parallax scrolling, user-controlled vectorbob screens featuring snake-like lines of sprites and the odd text scroller. A couple of the bob screens are alright, but these are let down by the *GBP Screen* demo, which is slow, jerky and badly-coloured to boot.

There are a couple of other points that let the disk down. One is the appearance of some extremely dubious messages between the screens, which are pretty distasteful to say the least, and completely unnecessary. The other is the fact that 90 per cent of the time, attempting to load the second demo causes the whole thing to crash. This happens on all machines and on any of the demos, so it can hardly be a machine- or disk-specific problem; it has to be the coding.

This kind of sloppiness shouldn't be seen these days, and the fact that it appears lets the disk down badly. This is a shame, since a lot of the sections are pretty entertaining.

ST 56%

Ever get the feeling you're being watched? The *Cunning Demos* disk is looking at you, kid

cont. on p78

cont. from p77

Jam-packed and, in fact, compact

Compact POV Demo Disk (PD)

ST • 1Mb • POV98 • Tower Top PDL, The Coragen Corporation, 4 Cardigan Close, Bletchley, Milton Keynes

This is one of those disks that collectors get hold of just to bump up their tally of demos. The disk contains a lot of stuff, including on full megademo and a collection of small intros.

Could you do better than this section of the latest *Compact POV* disk? As they say in Denmark – probably!

It starts with a fairly atmospheric picture along with a list of keys to press to call up the individual sections. To make the screen more interesting, an LED-type font scrolls across the screen in a number of ways, from the normal right-to-left effort via a circle to a diagonal *Star Wars* effect. It does look pretty impressive, but occasionally the scrolling makes the text hard to read at times.

The main section of the disk is taken up by the *ALF* megademo, which starts off with a pretty standard tracker screen. The sound is technically good, but the tune itself sounds pretty dated, and the graphics are... er... odd to say the least; four cartoon characters looking suspiciously like Gyles Brandreth get their heads pounded in time with the music.

After this brief intro a menu appears listing the sections along with the function keys to select them. The font is quite nice, but the main problem is that the text waves from side to side so much that you can hardly tell what it is you're selecting!

The various sections are pretty uninteresting, being the usual scrolly-demo affairs. One point to note is that some of the scrolltexts and messages are entirely in French, which is a bit limiting in terms of finding a market, n'est pas?

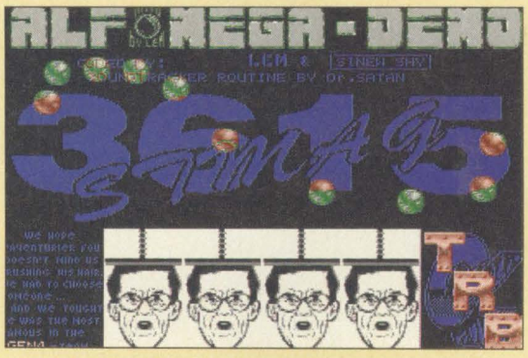
One of the most impressive sections is the *Berming-Ham* demo (sic). Although it doesn't contain any music, the well-designed and colourful text scrolls smoothly into the distance to create a very impressive effect. By the way – the *Modulaback* demo plays yet another dodgy version of Alphaville's *Big in Japan*. You have been warned!

Most of the demos are pretty standard, albeit well-produced. One interesting demo is the *POV Dedication* demo, which has a nice spoof on the *Ghostbusters II* logo. This time the ghost is standing on a rock in the middle of a raging sea, holding a disk in one hand and flipping the finger with the other. The backing tune is a rendition part of the *Star Wars* music (why not *Ghostbusters*? Oh well, these coders like to do their own thing). Nicely done... if a little childish.

The disk is sadly let down in places. The *Balloon* demo is a particular culprit. It is basically comprises a rubbish drawing of a balloon floating across the sky (not animated) and a couple of scrolly messages. The tune doesn't help either, since it is one of the most warbly dirges yet heard on a PD demo. Dreadful by any standards!

Despite a few dogs, this disk contains enough stuff that's worth a look. The sheer numbers should keep a lot of people happy and the inclusion of a disk copier make it worth investigating – if only to increase the number of demos in your collection.

ST **74%**



Watch those heads get slapped in the intro to the *ALF Megademo*, to be found on the *Compact POV Demo Disk*

incredibly dated. Despite these niggles, the demo is pretty entertaining and shows that originality and interesting effects are far preferable to clever programming techniques that don't interest the casual viewer.

AMIGA **84%**

I Bet You They Won't Play This Song on the Radio (PD)

Amiga • 1528 • 17 Bit PO Box 97, Wakefield WF1 1XX

This simple loading logo is all that this disk contains in the way of graphics, but the music is quite amusing

As far as comedy demos on the Amiga go, one of the most oft-sampled crews has to be the Monty Python team. This time one of their lesser-known works comes into the spotlight, being a spoof about sensitive radio programmers taking offence to records. The song itself isn't actually filthy, but there are a lot of bleeps, honks and quacks which have been strategically placed throughout the song which hint at vulgarity.

The sample quality isn't the best in the world, and again little in the way of visuals to back the music. Still, you should always look on the bright side of life, and it is one of the less famous Python songs, so it might be worthwhile investigating if you're a fan of Messrs Cleese, Gilliam, Jones, Idle, Chapman and Palin.

AMIGA **67%**

Century Audio Demo (PD)

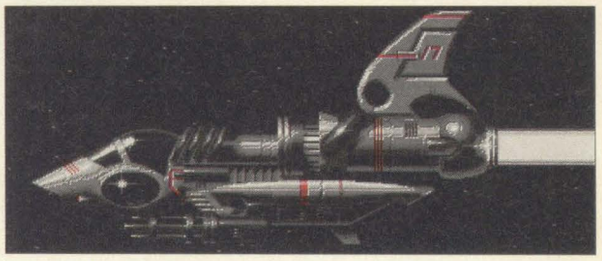
Amiga • 2157 • PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD ☎ 0702 612259

A dramatic intro is just the thing to get a demo off to a good start, since it really grabs the attention of those watching. Century's latest disk has rather a dramatic opening sequence, with a very nicely-drawn metallic logo backed up with an extremely atmospheric soundtrack to put you in the right mood.

The demo itself is actually a music disk, featuring some of Century's most up-to-date creations. The menu panel carries on the impressive visuals of the intro, having a very futuristic look with lots of reflective chrome tubing.

The songs themselves aren't disappointing either. They are all clean and well-produced tracks, backed up by an excellent picture of a starship. So what are the individual tunes like?

- The first offering, *Techno Angel*, is a pretty standard dance workout, with a few nice chord changes backed with normal beats and a riff stolen from *Quadrophonia*.
- *Subtrade* starts off with a very dramatic intro (very reminiscent of Front 242's *Gripped by Fear*) then starts to build up the chords to produce a tune which sounds as though it has been lifted from a science fiction soundtrack; it conjures up images of brave space explorers taking their first steps on some new, exciting planet.
- *Cyberzerk* is a less impressive affair, sounding much like early 80s electro-pop cobbled together with a



Take a trip to far-flung galaxies in this futuristic spacecraft as you relax and listen to the classy tunes on Century's *Audio Demo*

modern dance beat. Heard it all before mate!

- *Century Spot* has a feel not unlike the material produced Swiss oddball duo Yello, complete with dreamy synths and lazy drum patterns.
- *Jazz Flash* is more predictable, sounding like early Jean Michel Jarre spattered with a few sax samples and an updated beat – fairly dull really.
- The best piece on the disk has to be *Final Conflict*. This, again, has a dramatic film score feel. Anyone who has seen the film *Salvation* might feel a tinge of déjà vu, since it sounds not a million miles away from The Hood's *Nightmare* which was featured on the soundtrack. A military drum rhythm backs up a doomy series of chords to create an excellent, oppressive feel.

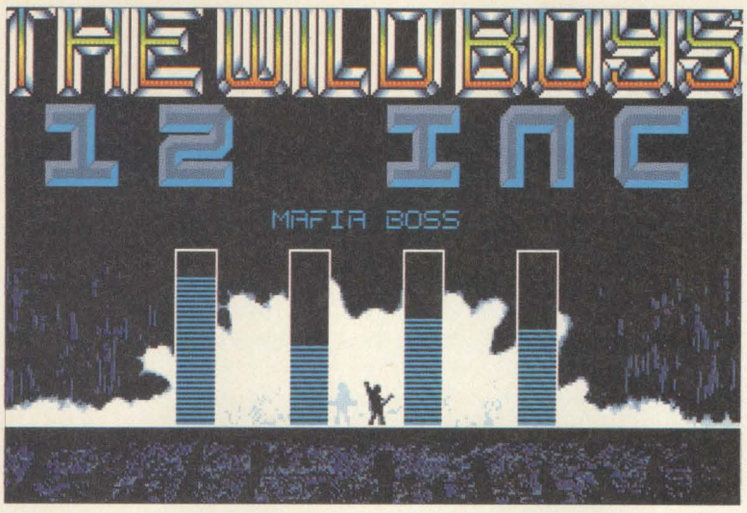
The *Century Audio Demo* is an eclectic collection, which is strongest in its more spacious, film-like moments. If you want some music to play in the background to a role-playing session or when reading a sci-fi book, then look no further than this!

AMIGA 87%

Hardcore Dancefloor (PD)

ST • SAM18 • State 808 PD, 3a Old Lanark Road, Carluke, Scotland ML8 4HW

One thing which has made a massive crossover into the PD demos market is hardcore techno music. Even the name of the PD library responsible for this demo hints at that!



Watch those LEDs jump in time with the hip music on the *Hardcore Dancefloor* demo

Hardcore Dancefloor is another collection of tunes put together using samples from various techno tracks, including *Quadrophonia*, The Prodigy's *Charly* and Cubic 22's *Night in Motion*. The screen display is fairly simplistic, with a set of four LED meters bounding up and down in front of a smallish picture in the middle of the screen.

The tunes themselves are well sampled and produced:

- The first track, *Mafia Boss* is pretty powerful, but plods a bit too much.
- Second up is a strange version of *Charly*, which has sampled sections from the B-side of the 12-inch, making it rather different from what most people will expect.
- The third track, *Groove*, is a very messy affair, relying an sample and drum clichés to carry it through. I'm afraid that just isn't enough, lads!

For serious techno-heads, this disk is quite interesting. However, the rehashed versions of other people's tracks aren't the best heard on the ST and some of the other tracks are a little shoddy. Still, if you can't afford the records themselves, then you could do worse than this.

ST 78%

Banana Breaks II (PD)

Amiga • 1556 • 17 Bit, PO Box 97, Wakefield WF1 1XX
☎ 0924 366982

With the Amiga's capabilities for handling digital samples, it's quite obvious that the sample-laden world of dance music will make the transition to home computers.

Banana Breaks II is the latest in a long line of Amiga techno demos that rely purely on the audio delights on offer. There are no fancy graphics to jazz things up – just a text menu and three dynamic dance tunes.

All three adhere to the usual dance principals – lots of eclectic snatches of TV, speech and other sundry noises, with a staccato rhythm to back things up.

- The first track, *KADE*, is basically your typical dance track, with upfront keyboard lines, a driving groove and, believe it or not, sampled sounds from *Star Trek*!
- The second offering, *4-40* is a more mellow number, with a laid-back rhythm interspersed with Eastern Mantra-type vocal snatches to give the track a more relaxed feel.
- The most impressive track on the disk is the last of the three – a frantic dancefloor workout by the name of *Lowlife*. The track starts off simply enough, but as the samples pile in and the temp surges, the song really starts to belt along. Just the thing for working off that excess rave energy!

Since there are a lot of people getting into the PD demo scene that are not and have never been coders, the main point of a demo should be to entertain, and that's what *Banana Breaks II* succeeds in doing. The fact that this disk contains no flashy programming effects or graphics only goes to emphasise this point. The

cont. on p80

'Twas the season to be jolly, so thankfully this didn't make it in time to spoil it

The Christmas Demo (PD)

Amiga • 2206 • PD Soft 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD
☎ 0702 612259

Dredge back through your memories and try to imagine the tackiest Christmas card you've ever been given. Can't manage it? Well Megawatt has saved you the trouble by putting together a large collection of extremely tacky Christmas piccies on one disk.

After a colourful Christmas intro, the demo starts playing a frighteningly accurate impression of a K-Tel *Christmas Hits* album while showing a series of digitised pictures. All the pictures feature one black and one white terrier as they romp around a number of Amiga-related Christmas pressies.

Aren't they cute? You can enjoy these images on Megawatt's *Christmas Demo* – if you can suppress the gag reflex for long enough!

All the pictures have been well digitised, but they have that certain quality... How shall I describe it... Naff! That's it! They look like the kind of card you see in the shops and think, 'Ugh! Even Auntie Maude would throw up at the sight of that schmaltz!'

The fact that Christmas has long gone also means that Megawatt has missed the boat by more than a small margin. Still, they could change the 1991 to 1992 and be prepared for next Christmas (if we're really unlucky!)

AMIGA 41%

cont. from p79

demo stands up in its own right just by having three well-produced and entertaining tracks for you to listen to.

All you people trying to add just one more line to your latest scrolling sine wave – take heed!

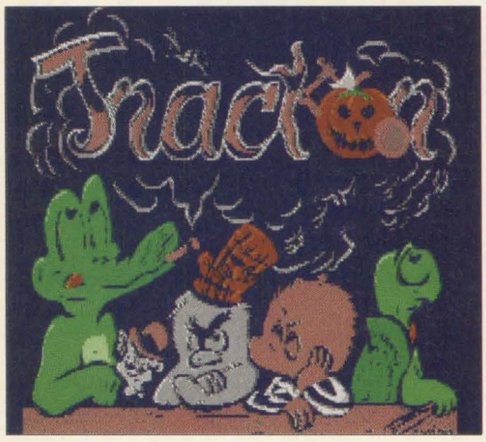
AMIGA 80%

Vectra Tracktro (PD)

Amiga • 2211 • PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD
☎ 0702 612259

This truly is an awful demo! Everything that was good about the *Banana Breaks* demo is missing from this one, as it falls into all the old demo traps. It might have taken ages to code, but it simply has no entertainment value. After showing some initial promise with a few nicely-drawn cartoon characters to accompany the credits section, the *Vectra Tracktro* falls flat on its face.

All that the demo consists of from here on in is a few (very slightly) animated fractal windows drawn



These rather odd-looking chaps are brought to you by the kind courtesy of Vectra in its latest *Tracktro*. Now you've seen them, though, there's no point in getting the demo 'cause this is just about the only good thing in it!

in the screen border, while a few short messages are printed in the centre of the screen. To back up this stunning action, a terribly feeble and totally predictable tune plays.

Occasionally, the screen fades to give the impression that something different is about to happen, but no such luck. The fractals and messages just continue on relentlessly in a different colour. Arrgh! Where's the off switch!

No doubt I'll be receiving a few letters from coders saying that this 'animated fractal technique' is extremely difficult to program, but that isn't really the point. It's dull! No matter how clever you've been with the coding, no-one is going to want to watch something as interesting as a traffic jam (unless they're that interesting themselves!)

AMIGA 24%

The best of the rest • The best of the rest

Want to know what we reckon are the demos that have blasted us out of our socks over the first three issue? Then look no further, 'cos here they are...

ST

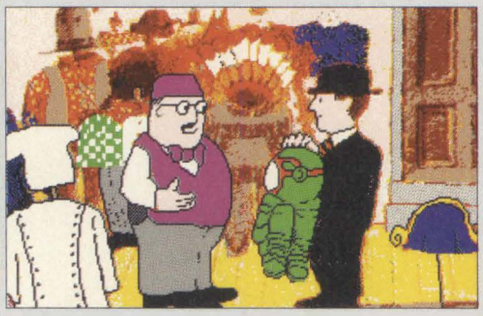
1 A Little Music Demo — **Issue 1 92%**
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0463 225736
A collection of eight excellent *Soundtracker* tunes covering a wide variety of styles.

2 Ooh Crickey, What A Scorcher — **Issue 2 90%**
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0463 225736
An impressive demo from the Lost Boys that combines humour, decent music and a selection section requiring you to fly a spaceship through a 3D landscape.

3 The Run — **Issue 1 84%**
MPH, 10 Chandlers Court, Eaton, Norwich, Norfolk
A superb piece of 3D ray-traced animation from the master, Tobias Richter. A high speed car chase along some American freeways with great attention to detail.

4 Transbeauce Demo II — **Issue 2 81%**
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0463 225736
An entertaining selection, of which the *Art of Code* demo is the standout – excellent music accompanied by an animation of a band thrashing away at their instruments.

5 Mr Benn Demo — **Issue 1 80%**
Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT
Relive those childhood memories. The theme music plays, accompanied by a series of quality digitised images. Includes a *Rocky and Bullwinkle* demo as a bonus.



Just the start of another adventure for *Mr Benn*

6 TWM MOdule Disk 11 — **Issue 2 79%**
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0463 225736
Combining clear sound with powerful tunes, this is well worth checking out.

7 Things Not To Do — **Issue 1 78%**
Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0463 225736
Strange animated clips of some Karate fighter. Quite funny in a crude way!

8 ULM New Year Demo — **Issue 2 78%**
Captain Hack's, 19 Latimer Drive, Laindow, Essex SS15 4RD
Mainly pretty dodgy collection with one major saving grace. The *Zoolook* demo, based on the Jean Michel Jarre track is really rather good.

9 Year After Demo — **Issue 3 75%**
Caledonia PDL, 250 Oldtown Road, Hilton, Inverness ☎ 0463 225736
A megademo which uses a nice spoof on the Amiga workbench as a file selector. Generally unremarkable, but some of the techniques and 3D effects are impressive.

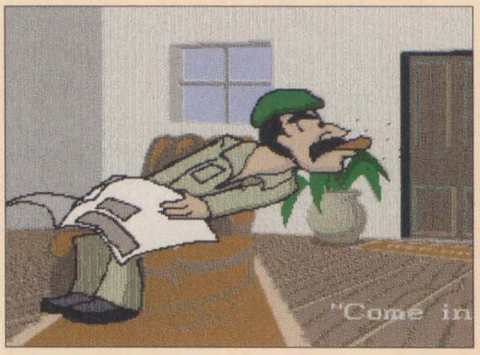
10 Syntax Terror Demo — **Issue 2 68%**
Captain Hack's, 19 Latimer Drive, Laindow, Essex SS15 4RD
Not technicaly impressive, but some nice plasma effect and a dollop of humour.

AMIGA

1 Anti Lemmin' Demo — **Issue 1 93%**
17 Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982
Superlative animation from Amiga demo maestro extraordinaire Eric Schwartz. Watch the furry little vermin from the famous game indulge in Rambo-style action.

2 Manic Raves — **Issue 1 93%**
17 Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982
Eight songs on two disks that are so darned good they'd sell by the truck load if they were sold on 12-inch record and played endlessly at your local rave.

3 Gulf War Conflict — **Issue 3 91%**
PD Soft, 1 Bryant Avenue, Southend-On-Sea, Essex SS1 2YD
Another masterpiece from Eric Schwartz. The subject matter might be past the sell-by date, but the humour, animation and caricature of Saddam are great.



If Saddam knew what was outside that door, he wouldn't invite it in (it's a missile for those who missed last issue)

4 Wildfire Megademo — **Issue 3 91%**
PD Soft, 1 Bryant Avenue, Southend-On-Sea, Essex SS1 2YD
Packed with some really powerful, pounding music and acieeed-style graphics, this demo is a real winner from the Wildfire coding team. Turn up loud.

5 Time Flies — **Issue 2 91%**
Amiganuts, 169 Dale Valley Road, Hollybrook, Southampton
Superb piece of 3D ray-tracing as a clock flies at high speed around a room.

6 Mars Flight — **Issue 1 90%**
17 Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982
Excellent 3D animaion of a spaceship landing at a Martian city spaceport.

7 ATF Agility — **Issue 2 90%**
NBS, 132 Gunville Road, Newport, Isle of Wight PO30 5LH ☎ 0983 529594
More Schwartz magic, this time from the *Aerotoon* series. A young jet tries to get the better of a more experienced old fighter.

8 Yet More Classy Animations Volume 5 — **Issue 2 90%**
NBS, 132 Gunville Road, Newport, Isle of Wight PO30 5LH ☎ 0983 529594
Bobble-headed hero Chuck in another collection of short but sweet animations including *RoboChuck*, *Chuck of Thunder* and *Dracula Chuck*.

9 Warp Drive — **Issue 2 90%**
Amiganuts, 169 Dale Valley Road, Hollybrook, Southampton
More 3D ray-tracing. A starship engages its engines and heads into warp drive, complete with a *Star Trek*-style stretch-into-the-distance effect.

10 Buzzed — **Issue 3 90%**
PD Soft, 1 Bryant Avenue, Southend-On-Sea, Essex SS1 2YD
A really impressive piece of ray-traced animation featuring a bee buzzing around a garden. Quality so good it looks like an advert for honey.

WORK IN PROGRESS

***PC Format* is the UK's leading PC leisure magazine and is devoted entirely to helping you get more out of your leisure time with the PC. Issue 6 is out on February 27 and is a special American issue which includes all the news, gossip and releases from the Consumer Electronics Show in Las Vegas and a profile of Origin, the Texas-based creator of *Wing Commander*, *Strike Commander* and the *Ultima* series. In addition to our special features detailed below, there are all our regular sections on shareware, music, CD-ROM, problem solving and much, much more**

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FULL DETAILS OF DISK ON PAGES 6-9

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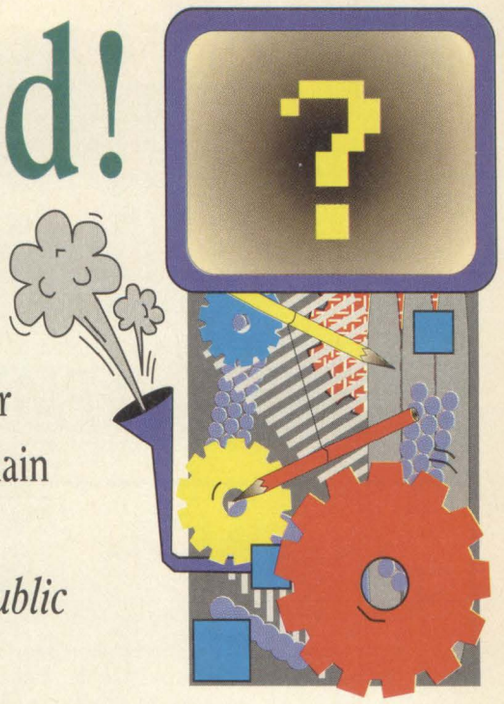


Don't know why one of your PD programs doesn't work properly? Do you want a particular type of program but you don't know where to get it from? Or you don't know even if it exists? Whatever your problem write to the PDQ computer – it answers public domain questions pretty damned quick!

Send the questions you want answered to: Help me PDQ, *Public Domain*, 30 Monmouth Street, Bath BA1 2BW

Better driving

Q Could you please tell me if there is a company that supplies a printer driver for the Panasonic KX-P1180 other than Epson (with the EpsonX), or is there a better Epson printer driver that will suit?

I own an Amiga.

M McLoughlin, Radcliffe, Manchester

A *The Panasonic KX-P1180 is a popular 9-pin printer and one which is widely available. As you say, the standard Epson printer drivers will work with it. However there is a specific driver for the printer.*

Disk V119 from PD Soft contains a whole disk full of specific printer drivers, including one for the Panasonic KX-P1000 range of printers – just right for your particular model.

If this doesn't produce the results you want, you could try to create your own printer driver – there's a printer driver generator on the same disk. You would have to examine the control codes listed in your printer manual, and then incorporate these codes into your custom printer driver. Not an easy job, but it is an option.

That said, the Panasonic KX-P1180 is not an overly complex printer, and you may already be getting the most out of it with the driver that you are using.

PD Soft can be contacted at: 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD ☎ 0702 466933.

Stumped!

Q I need a program to work out cricket averages.

Last cricket season I had to work out all the averages and then type them into my word processor. This was a tedious job (as I'm no typist) and to update the figures I had to delete the incorrect information and then rewrite the new lot in.

Having made enquiries I couldn't find such a program on the commercial market for my Amiga, but there were versions for the Amstrad CPC, Spectrum, BBC Model B, PCs etc. This led me to believe that there was a market for such a program and that somebody, somewhere must have written a cricket scores program for the Amiga.

So, if you (or any of your readers) can put me out of your misery please inform me of where I can get hold of this type of program.

R Geraghty, Prescot, Merseyside

A *I'm afraid you've caught me out there. If there is a specific program for handling cricket statistics I'm not aware of it – do any other readers know of one?*

One option would be to use a standard PD or shareware spreadsheet which could enable data to be entered, customised, manipulated.

By using one of these programs you could, say, have horizontal columns set-up on the spreadsheet that state each player's name, and then vertical columns could run down the side of the screen to handle such figures as batting scores, averages, number of wickets, number of overs bowled, etc. A spreadsheet can be set up to work out the calculations for you automatically.

You could have a separate set of columns for each game within a single spreadsheet, or alternatively you could have separate spreadsheets for each game in the season. Results from each game, depending on the complexity of the program, could then be cut and pasted between the different spreadsheets, enabling you to manipulate the season's data easily.

There are few spreadsheets available for the Amiga in the public domain. One of these is: Visicalc *which can be found on Disk 957 from Canham's Leisure Software ☎ 0908 274819. There are also a couple of more primitive PD spreadsheets,* VC *and* SCalc, *available from Crazy Joe's, 145 Effingham Street, Rotherham S65 1BL ☎ 0709 829286. Be warned that some of these programs are quite complicated to use, having been written in the old days where the Amiga's abilities weren't really known and friendly front-ends weren't the trend.*

Many spreadsheets will let you print out the data which should be just what you want – in fact, you'll be bowled over by them!

Wise words

Q I have just got an Amiga 500 (with a half megabyte upgrade) and desperately need a simple, cheap word processor, preferably PD. Can you recommend the best one around?

Hope you can help.

S Balls, West Wickham, Kent

A *You'll be pleased to hear that there are a number of respectable word processors and text editors (which basically do the same thing as word processors but don't have all the bells and whistles such as spell checking, for example)*

available for the Amiga in the public domain and shareware world.

We've actually reviewed a few of them. Transcript 1.0 got a rating of 85 per cent in issue 2, Text Plus got 80 per cent in the same issue, and you no doubt will have seen Textra reviewed in this issue. To get hold of issue 2 for a detailed report of these programs, contact our back issues department at: The Old Barn, Somerton, TA11 7PY ☎ 0458 74011. Text Engine, a simple yet capable text editor, is also on last month's cover disk.

Emulator or not?

Q My sister has been running a BBC for many years but will shortly be buying a PC.

She would like to be able to transfer, or at least be able to run, her vast collection of BBC software, currently interfaced through an external 5.25-inch drive.

Could you tell me if there is a product to handle this, please?

W R Swan, Crawley, Sussex

A Unfortunately there is not a BBC emulator available for the PC – the Amiga and ST are the only machines with such a program available. This means that you won't be able to run the BBC programs directly.

It should be possible to transfer data from the BBC to the PC, however, but this would only be handy for ASCII text files or other standard forms of data. These files could then be loaded into your PC programs; the text files could be loaded into a word processor, for example.

As for how to transfer actual programs from the BBC to the PC, you have two basic options. The first would be to get a program for the BBC that enables to read and write PC disks in the 5.25-inch drive (if there is such a program available). Then you could simply copy the files to a PC disk. Of course, you'd have to have a PC equipped with a 5.25-inch drive to be able to read the disk afterwards, but someone else with such a machine would be able to help you.

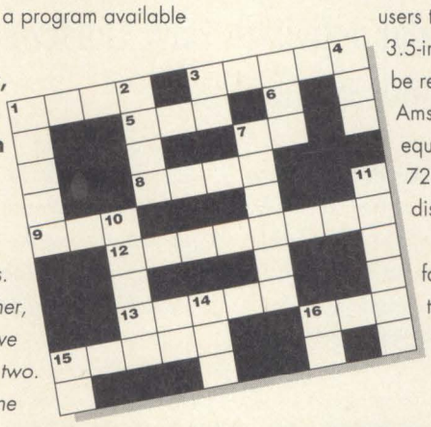
The other method of transferring the files across involves hardware. You could connect what is called a null modem cable to the serial ports of both machines, and by using communications software you could directly transfer the files from one machine to the other. Again, this would only be useful for text and other data files – there is still no way that you'd be able to run BBC programs, such as games for example, on the PC.

Word puzzle

Q Reading issue 3 of *Public Domain* I came across the review of *Crossword Designer* for the ST on page 95.

Great little program I thought, only to be disappointed to see it was for the ST. Is there such a program available for the Amiga?

Andi Bradley, Waddington, Lincoln



A Yes, there is. Or rather, there are since we know of at least two. The first is just one program on a compilation of lexicographically-orientated programs called, would you believe, Words. You can get it from, among other libraries, George Thompson Services, Unit 1, Dippen, Brodick, Arran, Scotland KA27 8RN. The other is called Crossword Creator and 17-Bit Software has this program in its vaults. Write to PO Box 97, Wakefield WF1 1XX ☎ 0924 366982

Formatting formalities

Q Please can you advise me of where to obtain software that will enable Atari ST 1040 users to format 720K 3.5-inch disks that can be read on an Amstrad PC 1512 equipped with a 720K 3.5-inch disk drive.

I need this facility to be able to make a two-way exchange of standard MIDI files between the two types of computers. I would appreciate any help.

D J Watson, East Grimstead, West Sussex

A We'd suggest that you just use disks formatted on the PC and pop them in your ST – the ST will be able to read the disk directly without the need for extra utilities, and you'd be able to both load from and save files to the PC-formatted disk.

That said, we'd also be interested to hear if there are tools available that will accomplish what D J Watson has in mind. If you do know of any then write in to Open To The Public. More problems solved next month. PD

Down the line

If you've got a modem, perhaps you could send a message to us on-line. We're on the Bath BBS, on 0225 840060, and 01 For Amiga on 071-377 1358. Just leave a message to (surprise!) 'Public Domain'.

Open to the public – how you can help

While PDQ's knowledge of all things byte and beautiful is considerable, it still doesn't know everything. At present we're not quite sure why this is, but it seems to have a blank spot when it comes to analysing information about dried flower arrangements, Harley Davidson motorbikes and words with X as their fourth letter. And it also has embarrassing lapses when it comes to answering certain questions about some PD software.

As it happens we've found a few questions that PDQ can't answer, so rather than embarrass it by printing its nonsensical attempts at producing something understandable, we've decided to throw the questions open to you, our knowledgeable readers, in the hope that you may be able to help where our bucket of bits has failed....

● **I'm having trouble finding a piece of software. The disk I want is called *Trainer Maker* for the Amiga. Can you help me?**
K P Cross

● **We need to obtain *Personal Bioscope*, a program that covers dates from 1900 to the present day, will determine on what day of the week you were born if you tell it your birth date, how many days old you are, how many days remain until your next birthday and displays a birthday message if applicable.**

Also, we believe the program includes brief notes on news events for each year, plus a small horoscope.

Please can you place us in contact with such a program?
Colin Fisher, Thornton-Cleveleys, Lancs
(The reader does not mention for which computer he wants the program)

● **I am looking for a PD/Shareware program on gardening or garden design for the Amiga. I have seen what I am looking for on the Commodore Amiga CDTV, but not on the Amiga 1500.**
R F Hodges, Wickford, Essex

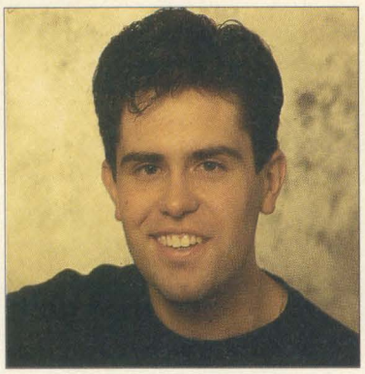
● **I have been trying for some time to locate a calendar program with the following facilities:**

1. To input a year between 1900 and 2000 onwards.

2. And the program prints the whole year with weeks along the top of the printout and months down the side.

I would appreciate it if you could tell me if such programs that exist in the public domain.
R G Moore, Barnehurst, Kent
(Again, the reader does not mention for which computer the program is for)

Home & Education



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Listen carefully class, and repeat after me: the public domain has an abundance of excellent educational programs, as well as lots of disks full of interesting stuff for extra-curricular activities. Dave Golder separates the A-grade software from the E-minus no-hopers...

EGA Colouring Book 2.2 (Shareware)

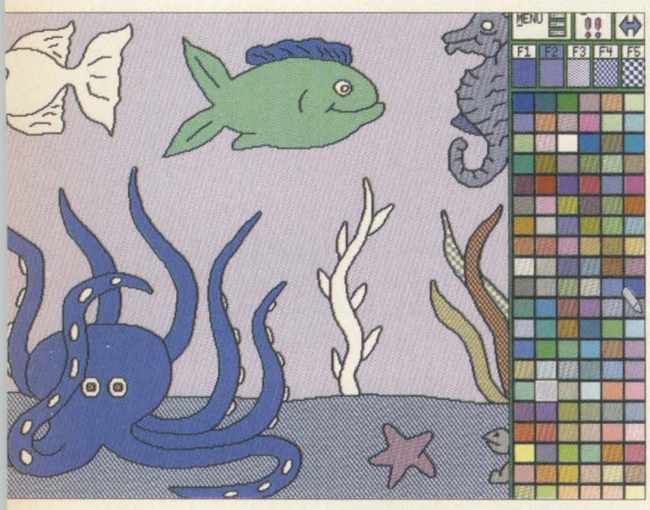
PC • 512K • EGA/VGA
The Thompson Partnership, Church Croft, Bramshall, Uttoxeter, Staffordshire ST14 5DE ☎ 0889 564601

Has your kid got 600 different-coloured crayons? And can some of them magically draw in patterns? No, then they obviously haven't got *EGA Colouring Book*.

Aimed at the under-fives, the shareware version of the program provides five fairly simplistic black and white line drawings for kids to fill in – a duck pond, the sea bed, a jungle, etc. They create their masterpieces by clicking the cursor on the colour they want from an on-screen palette, then pointing to the area on the picture they want to fill and clicking again. That area then flood-fills with the chosen colour or pattern.

Where *EGA Colouring Book* really scores is in its range of colours and patterns. The on-screen palette contains 120 colours and patterns and you can choose between five different palettes. You can use a combination of colours and patterns from different palettes in one picture, giving you a grand total of 600 choices of hue.

The flood-fills are very smooth, extremely fast and the pictures are generally free from any fiddly areas that are virtually impossible to click on – a problem which plagues many similar programs. An 'Oops' feature means that any mistakes can be instantly rectified. Completed pictures can be saved as PCX files or printed out (the program has built-in Epson printer support). If you haven't got a mouse, the cursor can be controlled via the keyboard. Unfortunately, you can't import any pictures into the program; you'll have to pay the registration fee and purchase the fully-functional version if you want to be able to do that. The full version also comes with a much wider selection of pictures to fill in.

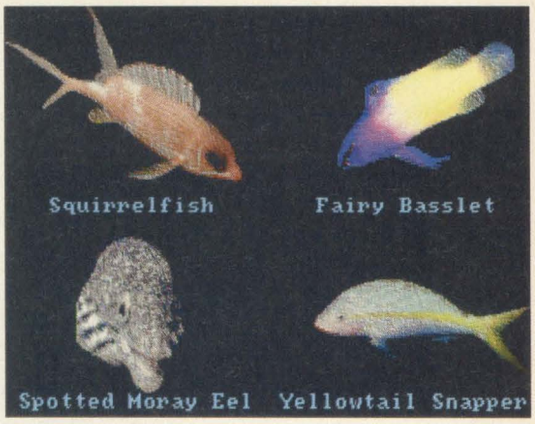


With more colours than Philip Schofield's Technicoloured Dreamcoat, *EGA Colouring Book* can help your child create some stunning pictures

But while the program is aimed at very young kids – the style of the pictures and the documentation bear this out – some of controls are a bit over-fiddly. With 120 colours in the palette you can imagine how small the area is to click on. And remembering which mouse button to click could also cause a few problems. The documentation says that the program aids hand-eye co-ordination, which may be true, but some more restless kids might get fed up quite quickly. Also the amount of colours might be too much of a good thing. Very few young kids are going to bother about the subtle nuances that various shades of green are going to achieve.

The program is undeniably good and exceptionally well-presented, but with a registration fee of £20 – almost as much as some commercial programs – perhaps a simpler PD package might be just as effective in bringing out the Rolf Harris in your child. God forbid!

PC **75%**



No, you haven't stumbled on the local Chinese's fish menu. *My World* is packed with colourful digitised pictures of oceanic wonders like this

My World (PD)

Amiga • Plus Compatible Education 13 • GTS, Cucumber Hall Farm, Cucumber Lane, Essendon, Herts AL9 6JB ☎ 0707 664654

There's something fishy about this disk, which is hardly a surprise since it's a slideshow of seabed spectacles. Starting off with a fish inviting you to come and look at his world, what follows is colourful exploration of some of the more aesthetically pleasing aspects of sub-aqua existence, accompanied by some suitably sploshy-sounding music.

The pictures are extremely well digitised, and there's a good selection of subjects – corral, angel fish, soothing sunsets. It all looks very attractive, and should keep the kids wide-eyed in fascination for a while.

But its educational value is limited by the fact that very few of the pictures are accompanied by captions to explain what they are. I can imagine there will be a few weary parents fed up with, "What's that long, slimy thing, Mum?"-type questions. (Mum probably won't know anyway – a lot of the stuff would take Jaques Cousteau to explain).

Interesting, well put together and, worth a look if you're ordering a bunch of other stuff.

AMIGA **73%**

Roman Mystery (PD)

ST • Goodman's PDL, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

The year is 305BC and a shopkeeper and some mysterious woman – possibly his wife? – have been murdered. Their bodies have been hidden in a civilian encampment, called a Vicus, just outside a Roman fort in northern Britain. You have to discover the circumstances surrounding their death, and it's a few centuries too early to expect Hercule Poirot to come and help you out...

...Though there might be a teacher to lend a hand, because *Roman Mystery* is designed for the classroom rather than the home. A three-disk epic, it contains a variety of programs with a Roman theme which together can form the basis of an accumulative, on-going classroom project. The first two disks provide a lot of background information in an interesting and often interactive way, while the final disk contains an adventure game. But, teachers will be pleased to hear, pupils can't really hope to get the most out of the game unless they have worked through the other materials first.

One of the programs included on the *Roman Mystery* disks allows you to explore a 3D Roman fort – click on a building and text pops up telling you about it

Disk one contains masses of black and white clip art, everything from roman coins to architecture, Gods to ancient script. Notes for each can be found on disk two along with some other more interesting programs. *Newsdisk* is a text viewing program that enables you to view the doc files on the disk. These include a Roman poem and a story about a centurion which contains information vital to the adventure.

Fed up with all this text? Don't worry, because *Fort* and *Wall* are a lot more colourful. Created using *3D Construction Kit*, they enable you to look around three-dimensional representations of a Roman fort and a section of Hadrian's Wall respectively, both of them based on actual records. It's a bit basic, and there's not much detail to the graphics admittedly, but it's still interesting and informative thanks to annotations that

cont. on p90

Learning music isn't about taking notes, it's about putting them in order...

Music Box (Licenceware)

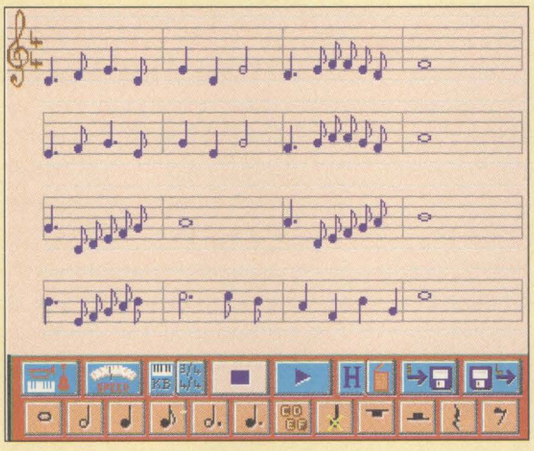
Amiga • 1Mb • LPD45 • Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

If music be the food of love then *Music Box* is an hors d'oeuvre that could leave musically-minded youngsters a tad hungry. It's a good-looking, program that teaches kids about musical notation by letting them compose their own minor melodic masterpieces, but it is, perhaps, just a little lacking in meat.

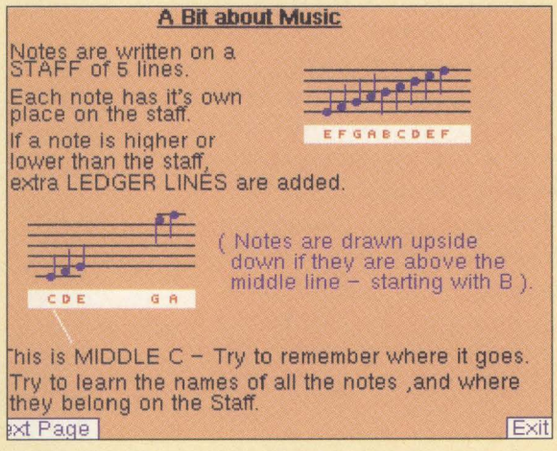
On booting up you are given the chance of either loading a short introductory tutorial on notes and bars or entering the main program. The tutorial is brief but informative. If you're completely new to music it's a good place to start.

The main program is a very impressive-looking affair (even if the background colour is a rather sickly browny-pinky-mushroomy colour – urgh!) The top section of the screen contains a blank musical stave of 16 bars while along the bottom is the control panel. This features a host of options, which might look bewildering at first, but are, in fact, quite intuitive to use.

You can either load a tune from memory – the selection including *God Save The Queen* and *Top of the World* – in which case the notes fill the bar automatically, or compose your own ditties. The bottom line of buttons on the menu bar features notes and rests. Simply click on the the one you want and place it in position on the musical stave – as you do you hear the note being played. Repeat this process a number of times and you have the beginnings of a tune. If you make a mistake you have to click on the Remove Note option; you can't drag notes once you've put them on the stave, which is a real pain, especially if you're not sure where to put the note to create a pleasing melodic progression and want to try a bit of experimentation.



With *Music Box* you start by clicking on a note at the bottom, drag it into position on the stave. Click on the arrow to hear your song


A Bit about Music
Notes are written on a STAFF of 5 lines.
Each note has it's own place on the staff.
If a note is higher or lower than the staff, extra LEDGER LINES are added.
E F G A B C D E F
(Notes are drawn upside down if they are above the middle line – starting with B).
C D E
G A
This is MIDDLE C – Try to remember where it goes.
Try to learn the names of all the notes ,and where they belong on the Staff.
ext Page
Exit

If you are completely new to music then don't worry, because the program provides an easy-to-follow introductory tutorial

To hear a song you just click on the Play button on the top row of the menu bar. A little marker moves along the bottom of the stave, showing what note is being played. You can also alter the tempo of tunes.

You have a choice of 11 different instruments on each of four channels. So, for example, you could hear your tune being played back on a combination of bass, piano, strings and tuba (though it'll probably sound pretty appalling). It's fun playing around with the different instruments, though, to discover the variety of sounds you can create.

For extra education value you can get the program to name the notes as you put them on the stave, but you can't do this with already-positioned notes. This is a shame as it would have been nice to load up a song and see from what notes it is composed.

Another option enables you to turn the top row of numbers on the Amiga keyboard into a musical keyboard. Very nice, but it would have been better if the the notes came up on-screen as you pressed the keys.

Music Box is a bit like nouvelle cuisine. The real beauty is in the presentation and it does what it does reasonably enough, but there just isn't enough to it.

AMIGA **70%**

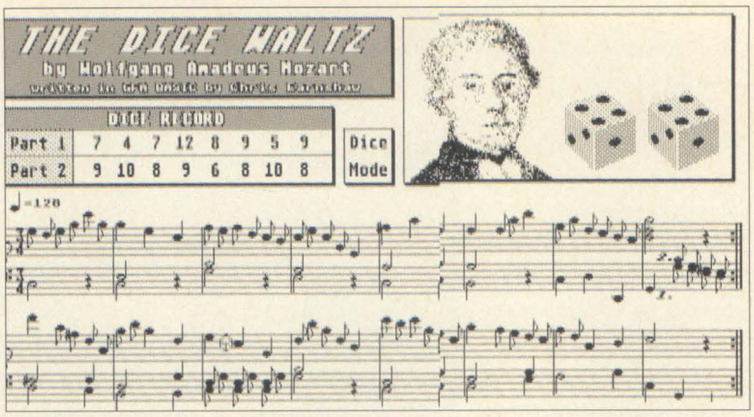
cont. from p89

pop up when you click certain areas on the screen.

Disk two also includes a PD version of *Hangman* which has been adapted so that all the words have a Roman flavour. Fun, if a little out-of-step with the rest of the project.

Disk three contains (hoorah!) the adventure game itself. Based on the *TCOS* system, it is very easy to use and requires no typing; you just click on boxes to indicate what you want to do. It's all a bit low-key and in black and white, but the text is fairly lively, and it is genuinely informative, livened up with the occasional illustration. It does require an irritating amount of backtracking, though.

Roman Mystery needs a constant adult guiding-hand and really needs to be used in a classroom situation for kids to get the most benefit. But it's certainly preferable to boring old text books. It's also a classic piece of PD, cobbled together from loads of other programs, and none the worse for that.

ST **78%**

Believe it or not, I composed this little ditty... well, with the help of some dice and a pretty nifty piece of mathematics. But then that's what *Mozart's Dice Waltz* is all about

Mozart's Dice Waltz (PD)

ST • Mono • Disk 1841 • South West Software Library, PO Box 562, Wimbourne, Dorset BH21 2YD

Composing music without having any musical knowledge doesn't mean you have to be Stock, Aitken and Waterman. With Mozart's Dice Waltz anyone can produce musical masterpieces in moments.

Based on a system purportedly worked out by old Wolfie himself (although it wasn't published until two years after his death which probably indicates that some 18th Century Viennese Del Trotter was at work) it enables you to compose by throwing a couple of dice.

The program opens with 16 bars-worth of blank musical stave, a box with two dice in it, a rather unflattering picture of Wolfie and a control panel. You click on Compose to set the dice values which will act as the mathematical basis of you composition. You can either choose the values you want (from two to 12) and enter them manually or let the computer throw the dice for a random set of numbers.

The program then does all the mathematical stuff and fills the stave with notes based on the numbers you have thrown/entered. This all happens extremely quickly, and you are ready to hear your waltz in a matter of seconds. To do this just click on the Play option.

In terms of composition, the results are pretty impressive, and often, indeed, impressively pretty. If it sounds a bit slow, you can alter the tempo (to a ridiculous degree if you want to hear what Mozart at 78rpm sounds like).

Unfortunately, if you have to rely on the ST sound chip to listen to your waltz, the sound quality is not very

Need to know the ascension of Gamma Gemini? Then these are the disks for you

If you want to see stars during the daytime (without being bashed over the head with a 12lb claw hammer), or are interested in Heavenly bodies (apart from Michelle Pfeiffer) then here's a couple of programs that make stargazing (not Tom Cruise or... Oh shut up! – Ed) possible from the comfort of your favourite swivel chair.

Starview (Shareware)

PC • 512K • EGA/CGA/VGA/Herc Disk 24005 • Eigen Software • PO Box 722, Swindon SN2 6YB

For budding astrologers *Starview* really is an excellent reference program, even if it isn't the most friendly piece of software ever coded. When you first load it, the software checks the time and date from the system clock and displays the current starscape viewed from a point on Earth. The first time you run the program the position is preset, but you can easily change it by filling your own longitude and latitude (easy if you have an atlas handy, that is – there can't be too many people who know their co-ordinates off-hand).

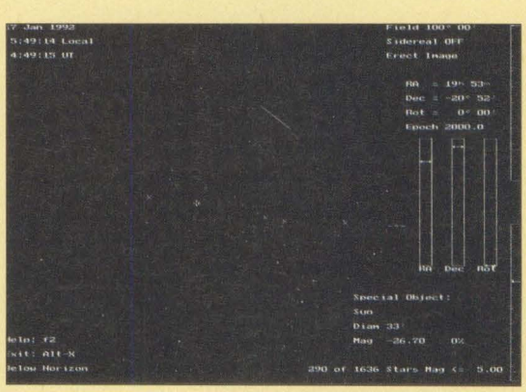
Move the cursor on to a star and information about it will pop up. You can rotate the starscape, zoom in or out and pin-point constellations. If you want to find out the position of a particular star or planet just type in its name – common or Greek – and press Enter, and the object you want is positioned in the centre of the screen.

If you want to see what the night sky will look like on a particular date and time, you can enter the time and date and the information is yours. You can also watch the stars move across the sky, either in real time, or at 10, 100 or 1,000 times normal speed.

Bored with dull old white stars and black skies? No hassle? How do pink stars on a green background grab you? If that's what you want, no problem. The program enables you to set the colours of the background, the stars and the text from a choice of 16 colours. The only problem is that when the screen updates a colour 'shadow' is left behind, which is a rather annoying, though not fatal, glitch.

There are some drawbacks. If you haven't got a photographic memory you might find that you're constantly having to access the help screens to work out where you have to click or what keys you have to press. Also the constellations are referred to by abbreviations, and, since there is no list to explain what they all mean, they will be a mystery to anybody not already knowledgeable about astral bodies. But despite these niggles, PC astrologers should love it.

PC **74%**



With *Starview* you can see what the sky will look like at any time or date, and from any position on Earth, that you want

Starchart (PD)

Amiga • Mis201AM • Riverdene PDL, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0734 452416

Starchart is another astrology program that lets you play around with the colour scheme. What's wrong with white on black, anyway? Nobody has complained for the past few thousand centuries. Still, if you really feel the need for purple stars you can have 'em.

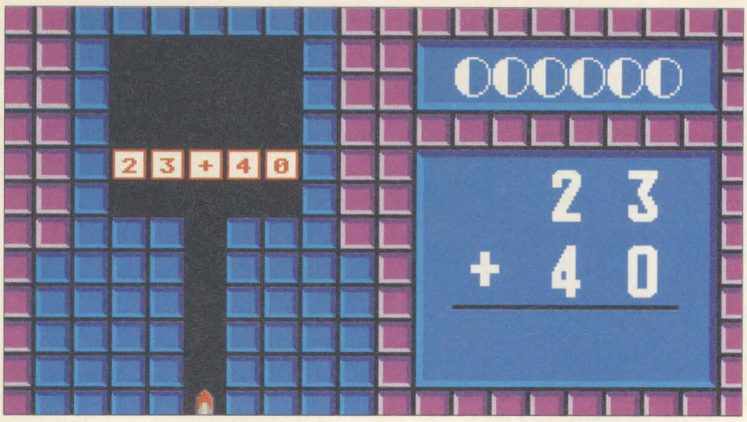
Not that *Starchart* needs much sprucing up. It's a more colourful program than its PC counterpart with a much more appealing screen design. But we all know that flashy graphics can be used to disguise hollow programs, so does *Starchart* have the features to back up the presentation? Let's do some star(chart) gazing to find out...

Similar to *Starview* it starts by checking out the system clock and displaying the starscape for the date to which it is set. This is no good for most battery-backed clock-less Amiga owners who spend most of their time resetting their machine. But don't worry because setting the preferences – date, time, co-ordinates – is dead easy. You just call up the preferences window

good; in fact it's downright fuzzy to the point of irritation. Luckily, the results can be output to a MIDI instrument – choose a symphony-style voice with lots of string sounds from your keyboard and the effect can be quite stunning.

A sort of computer equivalent to a Newton's Cradle, *Mozart's Dice Waltz* is intriguing, but hardly worth buying a synth for.

ST 76%



Oh dear! The room for those sums to drop is getting smaller with every one I fail to answer. I better start getting a few right, I suppose, or it'll be a pretty short game of *All Blocked Up*

All Blocked Up (Licenceware)

ST • Disk SES0006 • Caledonia 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736

All Blocked Up is the latest from Shoestring, the team behind such top-notch ST kids PD as *Robot Words*. This time the subject's maths and the presentation is just as classy.

You control a futuristic rocket launch site at the bottom of (what must be a very deep) metallic pit. A sum appears at the top of the pit and begins to fall towards you. You have to type in the answer to the sum on the keyboard before the sum reaches ground level. Get it right and a rocket blasts off and destroys the malevolent sum.

If the sum reaches ground level, however all is not lost. You aren't destroyed; what happens is that the sum deposits a couple of blocks either side of your launch pad. What this means is that the next sum has less far to fall and consequently you have less time in which to find the right answer.

As always with Shoestring games the graphics are excellent. The screen is colourful and pretty impressive and the explosions are pretty good. The sound effects are even better featuring some great alarms and metallic clanking sounds.

There are 12 levels of difficulty, the hardest of which deals with numbers well into three figures, but the sums only cover addition and subtraction. You can also adjust the speed at which the sums plummet from funeral-slow to impossibly fast.

The only thing *All Blocked Up* lacks is addictiveness. It all becomes a bit samey after a couple of levels. I imagine that after some initial enthusiasm most kids will quickly grow bored, though if a group of mates play, all shouting out the answers at once, it can be quite exciting.

ST 76%

Monkey Business (Shareware)

PC • Disk C3300 • Testware, 46 The Avenue, Harrogate North Yorkshire ☎ 0423 886415

When a program is called *Monkey Business* and the first line of text goes on about jumping on humps under the bed covers, you might be forgiven for thinking that perhaps this is not a program suitable for your child. But don't worry, because *Monkey Business* is good wholesome fun that should keep your kids enthralled.

Basically it's an interactive storybook which follows the adventures the 'terrible twins' Marvyn and Marlene on a school field trip to the zoo. Aimed at children aged seven to ten the program displays the text in large, clear type along with some excellent little cartoon illustrations.

The pages of text are all slightly larger than the screen size which means that you have to scroll the screen by pointing and clicking at grey bars at the side of the screen. When you get to the end of a page you have to click on a box to get to the next page. Don't worry that this means you're going to have to sit with your kids while they read, because it's all quite simple, and there is a brief, but fool-proof tutorial at the start which gets kids used to using the mouse.

At the end of some of the pages you have a choice of what should happen next in true adventure book style, ie, should the twins release the monkeys from captivity or should they go to the lion house. But be warned: if

cont. on p92

from the menu bar, click in each box and type in the correct data.

There are two menu bars: the main one is used for locating individual stars. Access the second menu from the first and you can set about finding constellations. To find the stars you have to enter in either their common name or their Greek name. One way in which this program beats *Starview* is that it gives a clear explanation about the way stars are given their Greek names, which is very handy. Located stars are highlighted by an easy-to-spot coloured ring.

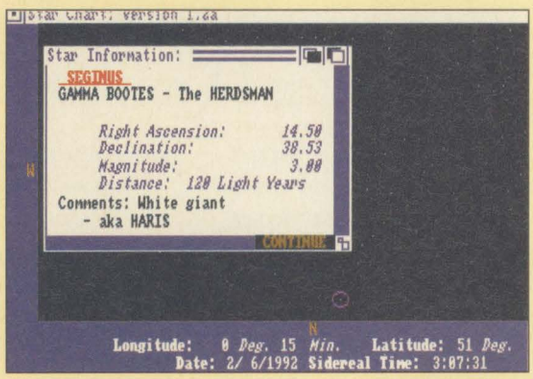
Constellations are even simpler to find. The menu bar lists all the constellations in the program's memory. You just choose the one you want using the mouse, and it will either be highlighted on-screen or you'll be told that it's not currently visible. You can also search for star clusters and other celestial bodies. Unfortunately, the highlighting for star groups is not too hot; the stars just alter colour and it often takes a good few minutes of squinting at the screen before you spot them.

You can chose whether you also want information about your chosen star. If you do, it is displayed in a clearly laid-out window containing information about how far the star is from Earth, what type it is (red giant, a white-green cluster or whatever) and other details about its exact position.

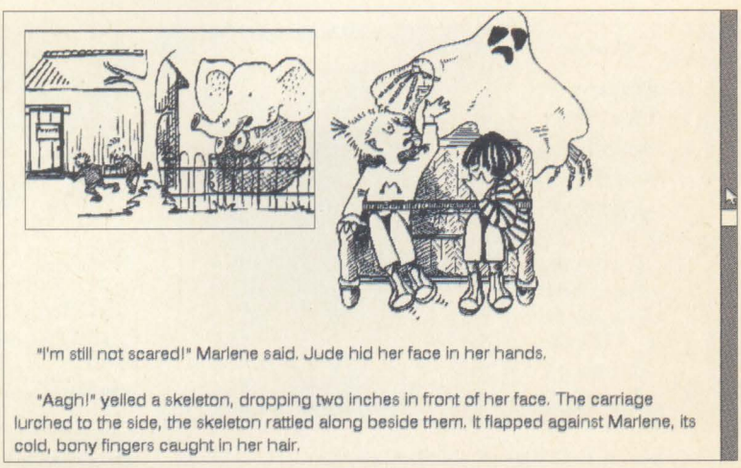
There is one major way in which *Starchart* loses out to *Starview*: if you want to see the stars zooming gracefully across the sky, hard luck. If you speed up the clock on *Starchart*, the updates are so slow it makes the feature next to useless, and very irritating to watch. A shame, as this could be a useful function.

For any Amiga astrologers, *Starview* is worth checking out.

AMIGA 73%



***Starchart* is more colourful and a bit clearer than *Starview* but does essentially the same things, if a little slower**


"I'm still not scared!" Marlene said. Jude hid her face in her hands.
"Aagh!" yelled a skeleton, dropping two inches in front of her face. The carriage lurched to the side, the skeleton rattled along beside them. It flapped against Marlene, its cold, bony fingers caught in her hair.

***Monkey Business* is an interactive storybook which follows the antics of a pair of terrible twins on their visit to the zoo, which is packed with fun cartoons and easy-to-read text**

cont. from p91

you tend to choose the naughty options all the time, you might find that you get to the end of the story a lot quicker, and miss out on much of the fun. So, be good!

It's a shame it's all in black and white, as a colour program would have been a bit more attractive to kids. But the story is great fun, and full of humour which makes it quite compelling once you get into it, which is no surprise since it was written by an established children's author.

Different, great fun and worth searching out.

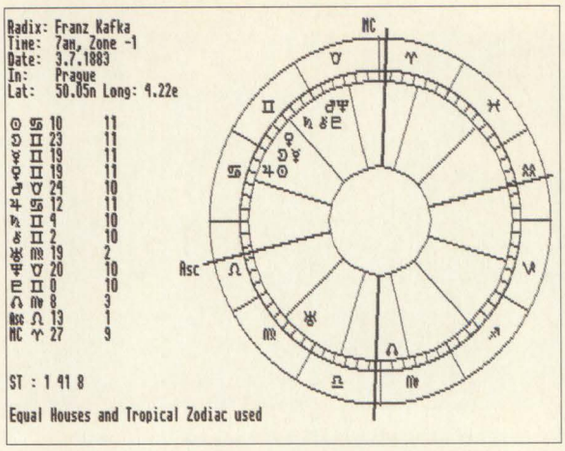
PC **77%**

Astrology (Licenceware)

ST • Disk PRO-12 • Caledonia, 250 Oldtown Road, Hilton, Inverness, IV2 4PT ☎ 0463 225736

Nobody will admit that they believe the stars can control their lives but most people still give the horoscopes in the dailies a furtive glance every now and then. And we all like to know what the typical characteristics of our star signs are, even if it is just so that we can disagree with them.

So a program that lets you create natal charts (ie, showing the position of and relationship between stars at the time of someone's birth) and help you to interpret them sounds quite intriguing doesn't it? Maybe, but if it's a bit of supernatural fun you're after this is not the program; you'll need to be seriously into astrology already to get anything worthwhile from using it.



This is Franz Kafka's natal chart, which comes ready worked-out in *Astrology*. Lucky really, because the rest of the program is unintelligible

It's all dread-fully stodgy and the text, which purports to be a tutorial, is almost unreadable. Filling in and printing out natal charts is just about possible following the instructions included but interpreting them is next to impossible.

The program itself is menu-driven, but this doesn't help make things any clearer. On booting up you are asked to fill in details of the person whose chart you want to create, and they are *very* detailed. Everything from the minute and second they were born to precise map co-ordinates of birth place.

Alternatively you can load up the details of some famous personalities that are provided on the disk; Elvis Presley, for example. About the most interesting thing you're likely to discover, unless you're an astrologer already, is their date and place of birth. The rest is incomprehensible. The uninitiated should steer well clear.

ST **44%**

Cult TV Episode Guide (PD)

Amiga • Disk 1517 • 17 Bit Software, PO Box 97, Wakefield WF1 1XX ☎ 0924 366982

Sixties science fiction is back in vogue in a big way. With Irwin Allen's series such as *Voyage to the Bottom of the Sea* and *The Time Tunnel* airing on Channel Four and *Star Trek: The Next Generation* reviving nostalgic feelings for the original program, there are legions of new fans hungry for any

co p

There's more to finding treasure than, '20 paces west and X marks the spot.'

Lost Treasure (PD)

ST • 1Mb • Disk CH012/E • Captain Hack's 19 Latimer Drive, Laindown, Essex SS15 4RD ☎ 0268 416888

The lure of buried treasure has made men act crazy for centuries. Countless seafaring types have lost their lives and now schoolkids everywhere are going to have to learn how to read map grid references if they are going to find gold.

The treasure is buried somewhere on an island, and at the start of the game a bearded salty sea dog invites you to go searching for it with him. So type in your name, and away you go. Up on-screen comes a map of the island overlaid with a grid. You feed in the co-ordinates you reckon the treasure is buried at. A pair of animated footprints then stomp to that point.

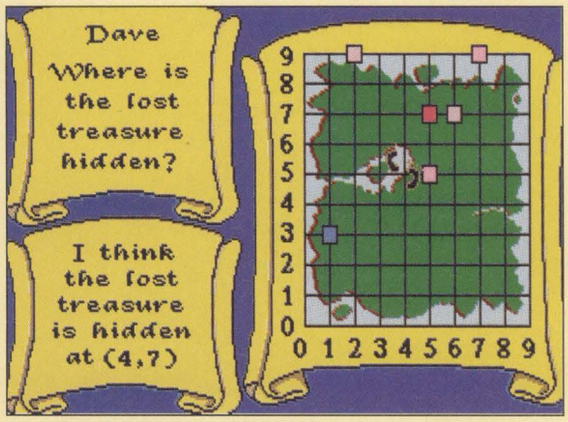
If you have guessed incorrectly then an excellent digitised voice tells you, "There's no treasure here, shipmate," and a cartoon picture of the pirate in some precarious predicament, such as being eaten by a lion, pops up on-screen. If he's underwater in the picture then the voice goes all bubbly – nice touch.

You can ask the program to give you hints which basically means that it tells you how far you are from the treasure; this adds to the educational aspect of the game as you try to work out the differences between various distances to pin-point the exact location.

The game can also be played in two-player mode, where you can race against a friend to see who gets to the treasure first.

Excellent graphics, superb sound, a dollop of humour and a well-integrated educational slant make this game well worth the postage and packaging fee.

ST **82%**



Every time you guess incorrectly a marker shows you where you looked. The different colours help indicate how near you are to finding treasure

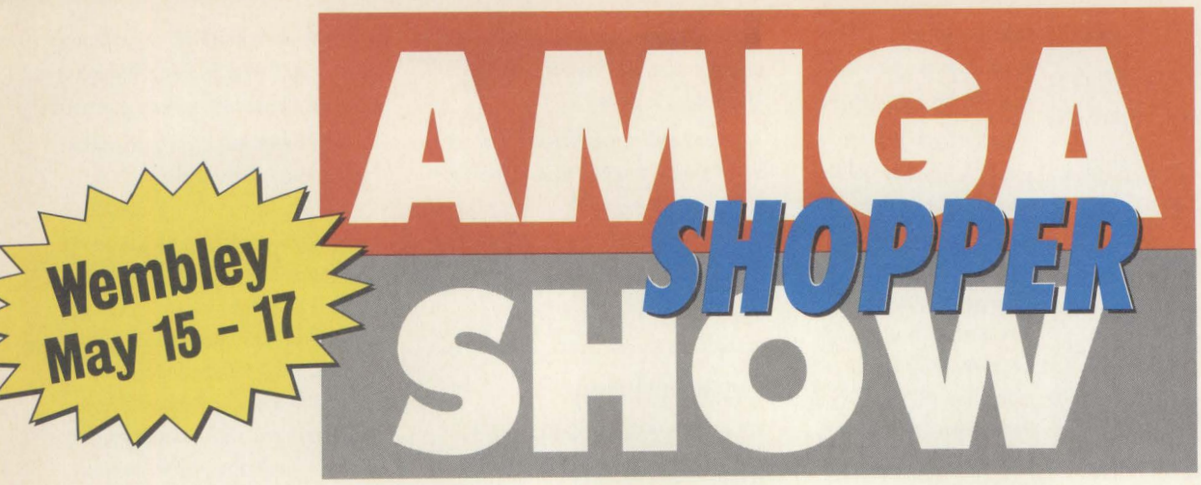
The program features some colourful cartoon-style graphics, and an excellent digitised pirate voice on both the ST and Amiga versions

Lost Treasure (PD)

Amiga • Disk 766 • Crazy Joe's, 145 Effingham Street, Rotherham, South Yorkshire S65 1BL ☎ 0709 829286

Amiga owners after an excellent program for teaching kids how to read grid references should read the above review now! Because the good news is that *Lost Treasure* is available for your machine as well, and the Amiga version is every bit as good (In fact, the two are virtually indistinguishable). Get it!

AMIGA **82%**



It'll save you serious money

This May, Amiga Shopper magazine is hosting a major show at the Wembley Exhibition Centre. There will be technical seminars. There will be the latest software on show. The fastest hardware on display. And of course thousands of bargains to be had, with everything from PD software to hard drives on offer.

If you are an Amiga owner, you simply can't afford to miss it. Tickets will cost £6 for adults, but you can save cash and avoid the queues by pre-booking with the form below, or ringing 051-356 5085.

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The digitised images are the best thing about *Cult TV Episode Guide*, though the guides are fairly useful for new fans

cont. from p92

information they can get on their favourite TV fare. *Cult TV Episode Guide* should be right up their inter-galactic hyperspace bypass.

It contains complete episode guides for six sixties sci-fi classics:

- *Star Trek*
- *Voyage to the Bottom of the Sea*
- *Lost In Space*
- *Land of the Giants*
- *The Time Tunnel*
- *The Invaders*

The loading and menu screen contains some pretty yukky, if nicely-arranged, sepia-tinted digitised images from the series. At the menu screen you have to click on the picture from the series you want to view the episode guide of – this is trickier than it sounds as the pictures aren't labelled, and whereas James Tiberius Kirk and Mr Spock might be pretty easy to recognise, all the heros of Irwin Allen's stuff look pretty much the same.

But once you've chosen the series you want to check out, the digitised images that appear while the data is loading are all pretty darned impressive, especially the ones for *Voyage*.

The guides themselves seem to have been meticulously plagiarised from books on the subject – writers, directors, producers, stars and guest stars for each episode are listed. It does seem a little lacking in the trivia department, though, and real fans (remember, fan is short for fanatic) love trivia. Original transmission dates might have been a nice touch.

In terms of layout it is pretty dull, the text being displayed in a fairly bog-standard text viewer with few frills. Still it does the job.

Fans should get hold of it, if not for information value then at least for the digitised images.

AMIGA **70%**

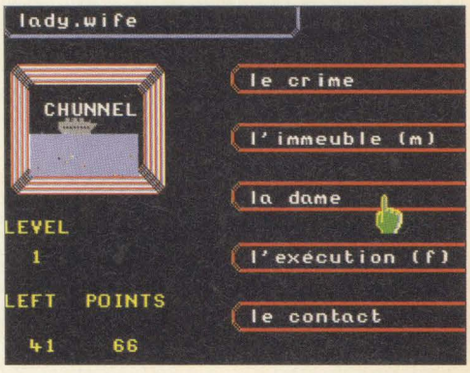
Chunnel (PD)

ST • 1Mb • Disk CH013/E • Captain Hack's, 19 Latimer Drive, Laindown, Essex SS15 4RD ☎ 0268 416888

When the Chunnel is finally completed (due sometime next year which probably means about 2003) we going to see a lot more of those funny garlic-eating types who reckon that strings of onions are the latest in thing in necklaces. We might not be too keen on the thing, but, if reports in the press are true, the French are queuing up already to get through the thing. I mean, while Kent villagers were horrified at the thought of an Inter City ploughing through their gardens, those Gauls were practically inviting the government to lay tracks right through their bidets.

And, unfortunately, the British are going to be shown up as way down the class when it comes to multi-linguality. While most kids in Britain these days have trouble speaking even English, these European types can all order a McDonald's cheeseburger, strawberry milkshake and fries in five different languages, or so it seems.

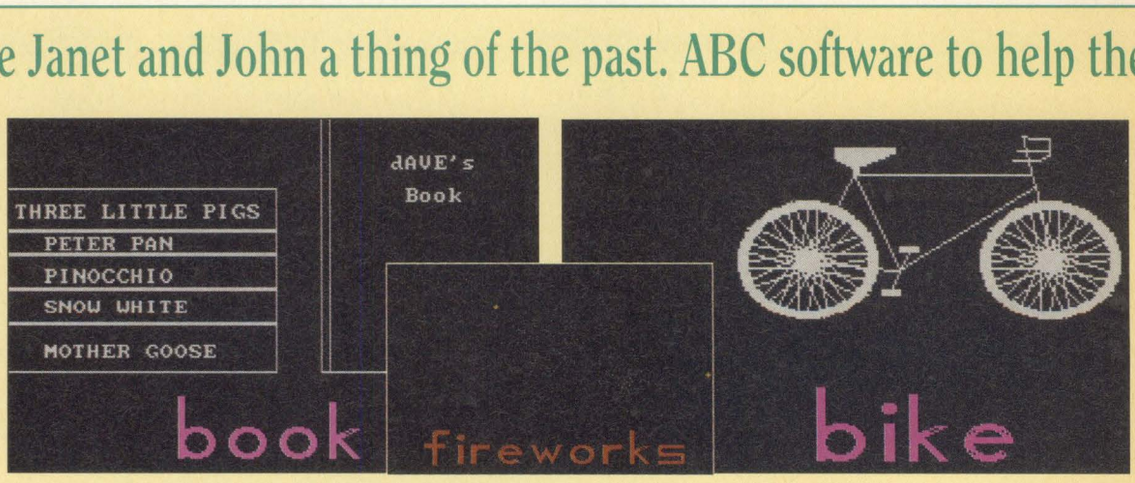
So if you want your kids to get to brush up on their French grammar, *Chunnel* is a pretty good place to start.



It might look like a computer game, but basically *Chunnel* is just a colourful French multi-choice exam jazzed up a bit

Programs that make Janet and John a thing of the past. ABC software to help the

The age at which kids become computer literate is getting younger all the time. But, sadly, the standards of traditional literacy, ie, being able to read, are falling alarmingly. So what better way to reverse this trend than by enticing your kids to learn about letters as soon as possible using the computer. Here are two programs aimed at kids just embarking on learning the alphabet...



The graphics in *Wacky Words* are, frankly, laughable, but the program is still very worthwhile, with lots of very nice touches, such as animated fireworks

Wacky Words (PD)

PC • Advantage 56 Bath Road, Cheltenham, Glos GL53 7HJ ☎ 0242 224340

Don't be put off by the fact that this program starts off by saying, "Hello Lisa" in huge letters (unless you have a daughter called Lisa, that is). It can be easily customised to include your nipper's details, such as their name, birthday, address and even name of cat.

The basic premise of the program is that your child presses a key and a picture of an object or action starting with that letter pops up on screen. There are a number of pictures for each letter, so that, for example, press B a number of times and Birthday, Book, Boy, Bottle and Boat will come up in succession.

The graphics aren't exactly masterpieces – a lot of the figures are stick men, but this is balanced by the fact that some of them are animated (although the one for 'Jump' has to be seen to be believed – it's a real side-splitter) and others are accompanied by tunes; *Happy Birthday* to go with birthday, believe it. Some of the pictures are personalised; Book, for example will appear with your child's name on the cover. nice touch. There are other play options available, which involve such challenging things as lower-case letters and guessing the letters

Simple, but effective, as they say.

PC **72%**

ABC Fun Keys (Shareware)

PC • Fantasia Shareware, PO Box 1231, Clutton, Bristol ☎ 0761 453716

ABC Fun Keys is similar to *Wacky Words*, except that the pictures are more elaborate and there's only one per letter.

This time the picture appears on screen and

It's a multi-choice game in which you are given either a French or English word and you have to choose which of the six alternatives given is the correct translation by clicking on it.

You have to answer 50 words in each game, and the range of vocabulary is impressively wide, encompassing nouns, verbs and adjectives. It seems to have a preoccupation with death and dying for some reason, though. There are three levels of difficulty, but they all seem pretty much the same; it doesn't progress on to simple phrases, unfortunately.

It looks pretty good, with a colourful representation of the English Channel on the menu screen and a clear, bright main playing screen. The sound mainly comprises the usual pings when you get an answer right, though there is also an irritating version of Frere Jaque.

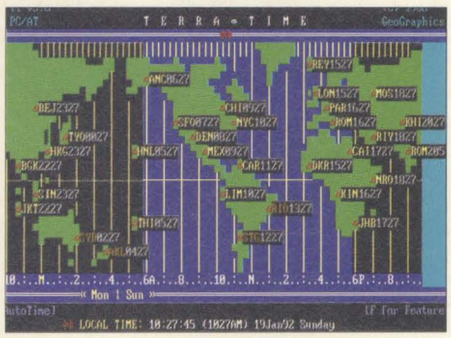
But the scoring system is unfathomable and the the game does become dull very quickly. 50 words per game is a fair amount to plough through – it would have been a good idea for parents or teachers to be able to set a number of words at the start.

ST **71%**

Exploring Time (Shareware/PD)

PC • Advantage, 56 Bath Road, Cheltenham, Glos GL53 7HJ
☎ 0242 224340

Exploring Time is another in the series of *Exploring* from Advantage. Basically the disks are are compilations of similarly-themed PD and shareware programs, some of which have done the rounds more times than a tube train on the Circle Line. And a real pot-pourri they usually are, with minor gems rubbing shoulders with absolute drivel. *Exploring Time* is no exception:



You can work out the time differences between the world's major cities with *Terra Time* on *Exploring Time*

- *Terra Time* is by far the best of the bunch and the only real reason for getting the disk. It begins by displaying a map of the world with major cities highlighted. Beside each city is a clock showing the local time. The computer works out the correct times by checking out your PC's system clock, but you do have to inform it what time zone you are in. The light blue area on the map indicates what parts of the world are in daylight hours while those experiencing night time are covered in a very dark blue.

The program also has a range of options of varying usefulness: an alarm clock (does this assume you spend all your time in front of the darned thing?), a currency converter (which must date very quickly) and an option that indicates time and mileage differences between cities. The graphics are a bit blocky, but it is simple to use, and both interesting and informative.

- *Basic Telltime* is well, pretty basic. A program to help teach kids how to tell the time, it features a hideously-designed analogue clock-face. Three possible times are written out in words and figures at the side of the screen, and only one is the same as what the clock syas. You just type in the letter of the correct answer. A classic idea, but badly-achieved.
- *The Comcal Perpetual Calendar* is a very complicated system for working out what day of the week a certain date was/will be. It covers dates from 1700 to 2400. It looks very pretty, but requires a bit of working out on behalf of the user. Isn't this the sort of thing a computer can do automatically a lot quicker?
- *Easters* just tells you what day Easter Sunday falls on in every year from 1900 to 2199. How exciting.
- *Comcal's Gregorian Calendar* can display a whole year's calendar on screen in a clear, non-cramped fashion. It covers years from 1753 to 2400 (where do they get these parameters from?)

So, check out the disk for *Terra Time*, and give the others a glance for a few seconds of mild diversion.

PC **73%**

Coromandel Voyage (PD)

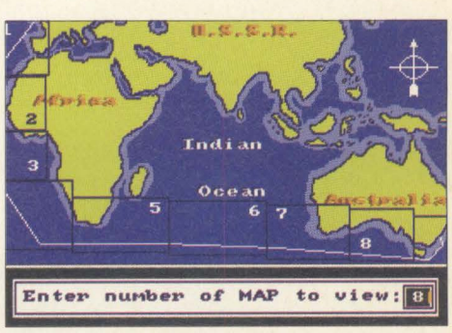
Amiga • 1Mb • Plus compatible
Disk Education 8 • George Thompson Services Ltd, Cucumber Hall Farm, Cucumber Lane, Essendon, Herts AL9 6JB
☎ 0707 664654

The best way to learn history would be to do what Bill and Ted did in their excellent adventure – get a time machine and experience it for real. Failing that, disks like *Coromandel Voyage* are the second best thing.

Based on meticulous research the disk traces the voyage of the Coromandel as it takes settlers from Portsmouth to Sydney in the year 1802. The voyage is represented as a series of nine maps, each one representing about 14 days of the journey. Next to the maps are displayed a series of dates relating to that part of the voyage. Click on a date and a window pops up containing details from the ship's log (weather report, longitude and latitude) and excerpts from the diary of one of the settlers (a certain George Hall) for that day.

You can also call up a map of the whole journey, with each of the individual smaller maps marked on it and numbered. From this screen you can type in the number of any map to go straight to it.

It's not exactly an exciting voyage; about the most thrilling occurrence is when someone accidentally throws the Captain's coat overboard. But as a piece of software it is very colourful, and pleasing to use. And as an educational tool it's miles better than watching some appallingly-acted low-budget drama-documentary on schools' television.



This map shows the complete voyage taken by the ship *Coromandel* in the year of our Lord 1802

AMIGA **83%**

cont. on p96

young learn their alphabet...

the child has to press the right key on the keyboard. Before the game begins, though, a parent or teacher can set how many letters are to be included in each game from one to 26. So, for example, if a game is set up for A, H and S, first the picture to go with A will appear, then, once the A key has been tapped, the picture for H will pop up. Tap in H, and the S picture appears. Then it's back to A again, and so on in a continuous, and quickly irritating, loop.

There are other options, such as making the letters come up in a random order, but that is basically all there is to the program. The main drawback with it is that once you're into a game you can't quit out back to the main menu. Instead you have to reset the computer and reload the program. Also, being shareware, you have to send $10 Stateside (£5) if you want to continue using it.

Save your money and send for the completely free *Wacky Words* instead. It's actually a lot more fun, anyway.

PC **54%**

The pictures in *ABC Fun Keys* are more impressive, but there is only one for each letter

cont. from p95

The best of the rest • The best of the rest • The best of the rest

We'd hate to think that you're missing out on the best that the public domain has to offer in the way of educational and home software, so here's a resumé of the top scoring programs from the first three issues of *Public Domain*

PC

❶ Compu-Chef — Issue 3 — 92%

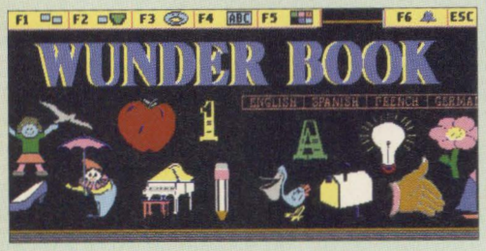
PDSL, Winscombe House, Beacon Road, Crowborough, Sussex ☎ 0892 663298

If you're seriously into cooking then you seriously need this program. Packed with recipes, Compu-Chef is easy to use and very well-presented.

❷ Wunderbook — Issue 2 — 88%

Softcell Services, 25 Maywood, Drunna Pontydun CF7 9PT ☎ 0443 238630

The fun way for young kids to learn the foreign names for familiar everyday objects. Colourful and simple to us, it covers French, German and Spanish.



***Wunderbook*: a fun way to build up your foreign vocabulary**

❸ Funny Face — Issue 2 — 87%

Softcell Services, 25 Maywood, Drunna Pontydun CF7 9PT ☎ 0443 238630

A bit like a police photofit, Funny Face is a great fun program for kids all about creating fizogs from a wide selection of facial features.

❹ Save The Planet — Issue 2 — 85%

Fantasia Shareware, PO Box 1231, Clutton, Bristol ☎ 0761 453716

A comprehensive one-off diskzine covering all things green. Lots of frightening figures and some practical advice on what you can do.

❺ Henrietta's Book of Spells — Issue 2 — 80%

Advantage, 56 Bath Road, Cheltenham, Glos GL53 7HJ ☎ 0242 224340

A cut-down PD version of the commercial Scetlander game for kids, this is still excellent. Six highly entertaining educational games.

❻ Funnels and Buckets — Issue 2 — 79%

Academy Software, PO Box 65, Herne Bay, Kent CT6 8YZ ☎ 0227 360808

This maths game may look primitive but it is very addictive and bound to sharpen up your mental arithmetic.

❼ Amy's First Primer — Issue 1 — 75%

Advantage, 56 Bath Road, Cheltenham, Glos GL53 7HJ ☎ 0242 224340

A compilation of six early learning games covering maths, spelling and shape recognition. Simple but colourful.

❽ Melissa's Music Flashcards — Issue 1 — 74%

Advantage, 56 Bath Road, Cheltenham, Glos GL53 7HJ ☎ 0242 224340

For those of you who know their treble clefs from their demi-semi-quavers this is a great way to learn and remember where notes are on a piano keyboard.

❾ IBM Tutor — Issue 1 — 72%

Alpha Computing, 32 Meadow Drive, Halifax HX3 5JZ ☎ 0422 366785

If you've only just been introduced to the world of the PC then this is a much better way to learn all about your IBM compatible than a dull old manual.

❿ Diet Analysis — Issue 1 — 73%

Fantasia Shareware, PO Box 1231, Clutton, Bristol ☎ 0761 453716

Fill in the details of your diet and this program gives you the horror stories about excessive fat intake, high cholesterol and suchlike.

ST

❶ About the House — Issue 3 — 90%

Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736

Control a butterfly as it flies through a house causing magical things to happen. A genuinely charming game for very young kids.

❷ Dot To Dot — Issue 2 — 90%

Jennix PD, 66 Abbey Road, Strood, Rochester, Kent ME2 3QB

Join the dots successfully transferred to computer. Dots can be lettered or numbered and the results can be coloured in.

❸ Moonletters — Issue 1 — 90%

Goodman's PDL, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW ☎ 0782 335650

A spelling program disguised as an alien shoot-'em-up. Excellent graphics and sound.

❹ KidStory — Issue 1 — 90%

Risetime, 19 Quarry Hill Road Tonbridge, Kent

Based on the story of Little Red Riding Hood this program enables kids to choose props that will appear in the tale, often with hilarious results.

❺ Colourspace — Issue 1 — 88%

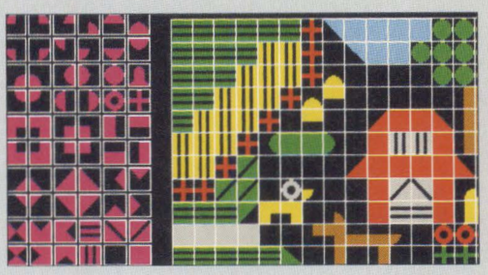
Llamasoft, 49 Mount Pleasant, Tadley, Hants ☎ 0734 814478

This creates coloured patterns in response to you moving your mouse. It may sound dull, but turn the lights down and the music up and it's great fun.

❻ KidShapes — Issue 1 — 85%

Risetime, 19 Quarry Hill Road, Tonbridge, Kent

An art program for young kids this comprises a grid and a number of various coloured shapes that you can plonk on to it. Simple but well-realised.



Create your own Hockneyesque masterpieces with *KidShapes*

❼ Computer School — Issue 2 — 83%

Riverdene, 30a School Road, Tilehurst, Reading, Berkshire RG3 5AN ☎ 0734 452416

This program makes good use of cartoon-style graphics to help expand your child's mind. Maths, spelling and picture recognition all covered.

❽ Dizzy Funtime — Issue 2 — 82%

Caledonia PDL, Caledonia PDL, 250 Oldtown Road, Hilton, Inverness IV2 4PT ☎ 0463 225736

Eight excellent educational games all featuring a little blue ball called Dizzy. The graphics and sound are extremely good.

❾ KidPotato — Issue 1 — 80%

Risetime, 19 Quarry Hill Road, Tonbridge, Kent

Dressing up potatoes is what this game is all about. Match yours to the computer's or design your own.

❿ Geography — Issue 2 — 79%

Jennix PD, 66 Abbey Road, Strood, Rochester, Kent ME2 3QB

Packed with information and statistics about Europe. *Geography* presents it all in an enjoyable, colourful and simple to use way.

Amiga

❶ Storyland 2 — Issue 3 — 89%

Amiganuts United,169 Dale Valley Road, Hollybrook, Southampton SO1 6QX

An anti-vivisectionist kids' adventure, but don't think it's going to be heavy going. In fact, it's brilliant fun, and constantly coming up with surprises to make you go, "aahh".

Bring back the colour to Toy Land in *Storyland 2*

❷ Play It Safe — Issue 1 — 84%

Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

There are hidden dangers lurking around the house, and this game teaches kids to be be on the look out. Great graphics, lots of variety, hours of fun.

❸ Dizzy Funtime — Issue 2 — 82%

ESP, 32a Southchurch Road, Southend, Essex SS1 2ND

Eight excellent educational games all featuring a little blue ball called Dizzy. The graphics and sound are extremely good..

❹ Words — Issue 1 — 80%

GTS, Unit 1, Dippen, Brodick, Arran, Scotland KA27 8RN

A handy, two-disk compilation of programs all with a lexigraphical theme. Everything from a crossword creator to a word finding utility.

❺ Word Factory — Issue 1 — 78%

Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

A spelling game for very young children that is set in a factory. A wide selection of words, brilliant graphics and simple to understand gameplay.

❻ Work And Play — Issue 1 — 75%

Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

Three-game compilation featuring a time-telling tutorial, an impressive-looking board game based on times tables and an addition game set in a shop.

❼ Magical Young Artist — Issue 2 — 75%

Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

A colouring book program featuring over 30 different pictures to colour in and the prettiest colour selection menu bar ever devised.

❽ Golf Score Analyser — Issue 3 — 72%

PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex, SS1 2YD ☎ 0702 466933

If you're a golfer with an Amiga this is one program you really shouldn't miss out on. Very comprehensive and attractively, but functionally, designed.

❾ Evolution — Issue 2 — 69%

PD Soft, 1 Bryant Avenue, Southend-on-Sea, Essex, SS1 2YD ☎ 0702 466933

A mixed bag of smallish programs including a worm simulator, a measurements conversion program and a 3D calculator. Some are a bit naff, others are great.

❿ X-Stitch — Issue 2 — 69%

Déjà Vu, 25 Park Road, Wigan, Lancs, WN6 7AA ☎ 0942 495261

If you want to do a bit of embroidery but are stuck for ideas then this program has hundreds of pictures that an be printed out as stitch patterns.

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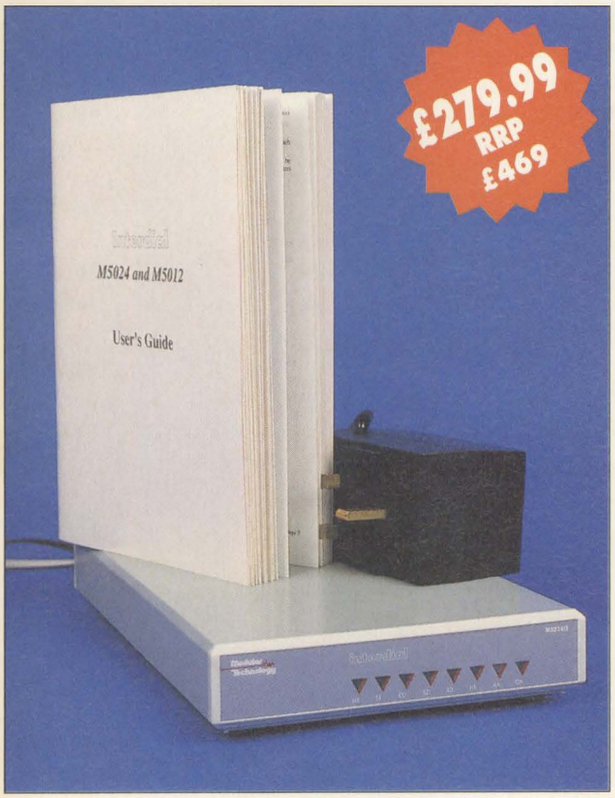

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- Eight-LED status display

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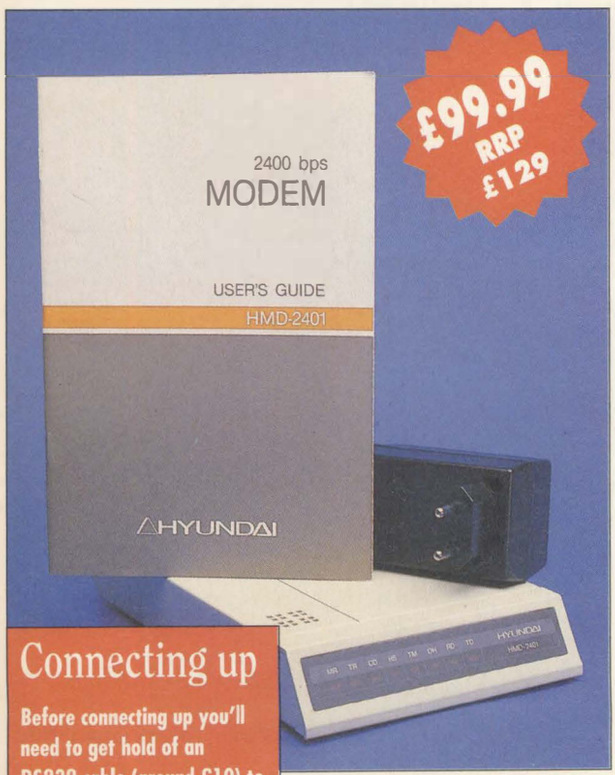

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- 300, 600, 1200 and 2400 connection speeds
- Additional phone socket
- Eight-LED status panel

This really does offer excellent value-for-money and is the ideal way for the cost-conscious computer user to enter the exciting world of comms! It's simple to use, too – just plug in and go!

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- **Create your own demos** – without being a programming genius
- **Public eye** – new series where we talk to the happenin' people in PD
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***Public Domain* Issue 5 on sale 5th March. Make a date in your diary!**

Contributors:
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135	CARD & BOARD GAMES (NP)	Cluedo + solitaire games
138	PACMAN (P)	old but addictive!
195	ELECTRIC TRAIN SET (NP)	for when the kids are asleep!
315	RETURN TO EARTH (P)	"Elite" type space trading game
496	HOLY GRAIL * (NP)	excellent text adventure
648	STAR TREK (USA) (2) * (NP)	graphic adventure
680	LEARN & PLAY (2) (P)	maths, words and colouring for kids
727	RICHTER'S STAR TREK (2) (P)	best version to date
766	TREASURE HUNT (NP)	pirate treasure map game for kids
957	PIPELINE (P)	assemble your pipe quickly to keep the oil flowing
962	DRIP! (P)	rust the pipes, avoid the nasties arcade game
987	SNAKEPIT (P)	eat the food in the maze without eating yourself
991	JEOPARD * (P)	2 player game of world conquest
1004	GAMES DISK 9 (P)	including Tetrix Metallica!
1113	WET BEAVER GAMES (P)	funny demo plus arcade Ping Pong
1230	DRAGON CAVE (P)	Sokoban type game with excellent gfx
1245	RINGS OF ZON * (NP)	arcade RPG game
1411	ARCADIA (P)	excellent breakout game
1520	BALLOONACY * (P)	bomb the buildings & land your balloon
1539	MEGABALL (P)	the best breakout game around!
1544	SEVEN TILES (NP)	futuristic football game like Speedball
1577	FRUIT MACHINE * (NP)	best fruit machine simulator bar none!
1584	MISSILE COMMAND (NP)	stop missiles destroying your cities
1591	QUIZ MASTER * (NP)	excellent trivia game
1670	WHEEL OF FORTUNE (P)	based on the TV show
1700	TERROR LINER II (X) (P)	adults only arcade game!
1711	MENTAL IMAGE GAMES DISK (NP)	3 brill games on one disk!
1715	FRANTIC FREDDIE (NP)	C64 favourite platforms & ladders
1720	CABARET ASTEROIDS (NP)	faithful version of the classic
1746	WORD GAMES VOLUME 1 * (P)	exercise the grey matter
1747	WORD GAMES VOLUME 2 * (P)	and not the joystick!
1748	STRATEGY GAMES * (NP)	serious stuff including Sea Lance
1749	TRUCKIN' (2) (2D) (P)	run your own trucking company
1832	POM POM GUNNER *(P)	WW2 arcade action - our No.1 game
1879	SEA LANCE * (P)	Trident submarine simulation
1882	SIMPSONS GAME (P)	help Bart in this S.E.U.C.K. game
1883	BIONIX II * (P)	never-ending shoot 'em up!
1905	J NICKLAUS COURSES 1	data disk only!
1916	AIR ACE II (P)	excellent WW1 shoot 'em up
1926	NAPOLEONIC WARFARE SYSTEM * (P)	war game umpire
2011	TWINTRIS * (NP)	1 or 2 player Tetris clone - very good!
2013	ZEUS (P)	simple but addictive puzzle game
2016	DOWNHILL CHALLENGE (NP)	fun on the ski slopes
2018	WIZZY'S QUEST* (NP)	wizard fun! excellent game!
2049	MATHS DRILL (NP)	maths exerciser for all ages
2050	INSIDERS CLUB * (NP)	good stock exchange simulation
2051	ATIC ATAC * (NP)	explore and collect arcade game
2052	SHAPES (P)	addictive puzzle fun!
2057	BATTLE PONG * (NP)	1 or 2 player arcade classic
2155	GHOST SHIP (NP)	3D arcade adventure

DEMOS AND ANIMATIONS

747	POPEYE MEETS THE BEACHBOYS (P)	very funny!
773	SHARK ANIMATION * (NP)	deadly ray-tracing!
825	BUDBRAIN 1 (2) (X) (NP)	great 2 disk demo + naughty bits!
895	A TRIP TO MARS (NP)	demo with a difference
906	MADONNA CARTOON ANIM *(NP)	short digitised animation
935	MADONNA : HANKY PANKY (P)	excellent Madonna sample
1033	AT THE MOVIES ** (NP)	loves of a squirrel?
1188	FILLET THE FISH (P)	funny cartoon
1229	BUDBRAIN 2 (NP)	good as the first one? you judge!
1238	EVIL DEAD DEMO (X) * (NP)	get them before they get you!
1453	MORE AEROTOONS * (P)	3 Schwartz classics
1540	AMY .VS. WALKER ANIM * (NP)	Eric Schwartz at his best!
1541	BATMAN ANIMATION * (P)	funny Schwartz animation
1552	MAGICIAN ANIMATION 2 * (P)	simply magic!
1560	PHENOMENA ENIGMA * (P)	superb gfx and music
1628	DO THE BART, MAN * (NP)	a must for all Simpsons fans!
1701	TRON ANIMATION (2) * (P)	based on the film
1707	DECAY : SIMPSONS DEMO * (P)	should appeal to everyone
1753	LIFE OF BRIAN (2) (P)	sample from the film
1841	ANTI LEMMIN' DEMO (2) (NP) **	for Lemmings fans with 2 meg
1850	THE WALL (6) (2D) (NP) *	mammoth Pink Floyd six disker!
1856	BETTY BOO ANIM / SLIDESHOW (P)	doing the Amiga
1885	ROBOCOP ANIMATION * (P)	digitised from the film
1900	SILENTS : ICE DEMO (NP)	superb music and graphics
1902	VIRTUAL WORLD * (NP)	3D filled vector demo
1943	WINDSURFER ANIMATION (2) (P) *	very good
1947	MR POTATO HEAD (P)*	funny cartoon antics
1948	MR POTATO HEAD CHIPS ARE UP! (P)*	more adventures
1956	CREATURE COMFORTS DEMO (NP)	from the TV adverts
1982	3D PINBALL ANIMATION * (P)	beautiful ray-tracing

AMIGA A500 PLUS

certain software will not work on the new Amiga. We are compiling a list of compatible titles, but this will take some time to complete. In the meantime, problems can only be checked as they occur.

USEFUL UTILITIES

81	UEDIT W/PROCESSOR (NP)	1545	SPECTRAPAINT V3.0
119	AMIGA MCAD (P)	1550	FLEXY-BASE V2.0 (P)
410	DPAINT CARTOON BRUSHES	1569	LANGUAGE TUTOR (NP)
442	DPAINT FONTS DISKS (4) (P)	1606	DATABASE MASTER 2.0 (NP)
458	HAM RADIO UTILITIES (5) (NP)	1629	SPECTRUM EMULATOR(NP)
571	JAZZBENCH (NP)	1663	DYNAMITE BRUSH FONTS (P)
580	DOPE INTRO MAKER (NP)	1858	202 UTILITIES (NP)
591	BUSINESS CARD MAKER (P)	1878	TEXTPLUS WORD PROC. (P)
632	MSH (MESSYDOS) (NP)	1880	DCOPY & UTILITIES (P)
642	C MANUAL	1884	EQUINOX INTRO WRITER*(NP)
661	PROGRAMMING DISK 1 (NP)	1886	MED V3.10 (P)
682	SOUND APPS. (2) (NP)	1893	DICE V2.08A (NP)
684	VIDEO APPLICATIONS (2) (P)	1896	DESK BENCH (3) (NP)
901	THE COMMS DISK (NP)	1906	PAGESETTER CLIP ART (8) (P)
1022	AMOS UPDATE 1.32 (P)	1914	SLIDESHOW CONSTRUC. (NP)
1095	DATABASE WORKSHOP (2) (P)	1942	MASTER VIRUS KILLER 2.2 (P)
1097	DPAINT CLIP ART (2) (P)	1951	KING JAMES BIBLE (3) (P)
1099	VIDEO GRAPHICS (4)	1954	CELTICS DEMO MAKER(NP)
1117	GENEAOLOGY * (P)	1960	RSI DEMO MAKER (ENG.) (NP)
1228	ST EMULATOR (GERM.) (NP)	1961	RSI DM UTILITIES/HELP (NP)
1234	TETRA-COPY (P)	1962	TSB 3D VECTOR DESIGN. (NP)
1273	C-LIGHT (P)	1987	QUICKBENCH *(NP)
1450	NEW SUPERKILLERS (P)	1990	NIGHTFLYERS UTILS. IV (NP)
1451	ELECTROCAD V1.4 DEMO (P)	2004	TURBO IMPLODER V4.0 (P)
1452	AMIBASE (P)	2012	DRAW MAP V2.3D (P)
1536	NORTH C (PACKED) (NP)	2058	VECTOR BALL EDITOR * (NP)
1537	NORTH C (UNPACKED) (2) (NP)	2156	CODERS UTILITY DISK (P)

MUSIC DISKS

61	J M JARRE - DEFINITIVE (P)
407	CD PLAYER DEMO * (P)
713	FLASH! - QUEEN (2) (P)
724	TECHNOTRONIC REMIX (P)
746	CRUSADERS BACTERIA (P)
941	S/TRACKER JUKEBOX (NP)
976	SCOOPEX BEAST SONIX (NP)
1026	DIGITAL CONCERT VI (NP)
1292	CRUSADERS : GENESIS (NP)
1685	DEPECHE MODE MUSIC (P)
1694	ART OF MED MUSIC DISK
1695	SEAL CRAZY REMIX * (NP)
1713	SPACED OUT VOLUME 1
1714	SPACED OUT VOLUME 2 (P)
1716	I THINK WE'RE ALONE (P)
1717	EVERYBODY DANCE NOW (P)
1718	DOING THE DO (P)
1755	AMAZING TUNES 2 (3) *(NP)
1993	CATS SING KYLIE! (NP)
2006	SAMPLE SENSATIONS * (NP)
2008	MOVE ANY MOUNTAIN * (P)
2059	VIVALDI 4 SEASONS (2) * (P)
2159	CHARLY (P)
2160	WHAT CAN U DO FOR ME? (P)

SLIDESHOWS

282	FORGOTTEN REALMS (P)
617	NEIGHBOURS SLIDESHOW
725	DIGGY PIGGIES (2) (NP)
742	MADONNA SLIDESHOW (P)
814	VIZ SLIDESHOW (P)
891	CREEPSHOW (P)
899	MADONNA S/SHOW 2 (2) *(NP)
968	GOREZONE S/SHOW (X) (P)
1051	TOTAL RECALL S/SHOW(NP)
1085	COMIC SLIDESHOW (X) (NP)
1103	SPORTS ILLUST. GIRLS (P)
1263	RICHTER S/SHOW (2) (2D) (P)
1277	DIVINE VISIONS (2) *(NP)
1279	FORGOTTEN REALMS '90 (P)
1708	INVISIBLE WORLD (P)
1719	YABBA DABBA CARTOONS (P)
1781	REFLECTIONS (NP)
1835	NIGHTBREED SLIDESHOW (P)
1876	REFLECTIONS 6 (P)
1901	LEEDS UNITED S/SHOW (P)
1919	DEBBIE HARRY (2) (2D) * (NP)
1984	TERMINATOR S/SHOW(NP)
1986	ALIENS SLIDESHOW (NP)
1991	AQUARIUS IMAGES (P)

BLANK DISKS
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DISK BOXES

10 capacity	99p
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ACCESSORIES

Rombo Vidi-Amiga	£149.00
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Keyboard Cover	£2.99
Printer Cover	£4.99
Mouse Mat	£2.99
2 piece Printer Stand	£4.99
Printer Cable	£6.99
Modulator/Disk Drive Extension Cable	£12.99
Action Replay III	£56.99
Naksha Mouse	£26.99
Roctec Slim Disk Drive	£59.99
Cumana Disk Drive	£59.99
1000 Disk Labels	£12.99
Stereo Audio Leads	£3.99
Disk Drive Cleaning Kit	£1.99

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37 TITLES INCLUDING INVADERS, TETRIS, ASTEROIDS, MISSILE COMMAND, AND MANY MORE!
8 DISK SET ONLY £7.95!

GAMES PACK 2
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BALLOONACY, CROSSFIRE, TWINTRIS, WIZZY'S QUEST, ARCADIA
5 DISK SET ONLY £4.95!

GAMES PACK 3
(ANY AMIGA - A500+ COMPATIBLE)
DRAGON CAVE, DRIP!, ZEUS, MEGABALL, AIR ACE II
5 DISK SET ONLY £4.95!

GAMES PACK 4
(NOT A500+ COMPATIBLE)
CARD & BOARD GAMES, SHAPES, FRANTIC FREDDIE, SERENE II, MENTAL IMAGE GAMES
5 DISK SET ONLY £4.95!

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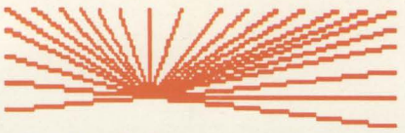

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NEW RELEASES

Here are a few of the new titles we have received recently. We have hundreds more, so if you don't see something listed, 'phone us to see if we have it.

MARKETEER (2 discs)(HD) Complete sales system.
YEAR PLANNER (1) Replaces the office Wall Planner.
TIME TRAK (1) Work scheduling system
INVOICE MASTER (1) UK invoicing system.
MR LABEL (1) New label making program.
LASER LETTERHEAD PLUS (2) Uses HP fonts & PCX picts.
POOLS NUMBERS SELECTOR (1) Football Pools selection
VIRUS CENTRAL (1) Menu driven system for McAfee's tool.
WINDOWS 3 CONFIG. GUIDE (1) Correctly install Windows
WINDOWS GAMES #4 (1) 7 solo games.
WINEDIT (1) Text editor for Windows programmers.
WORLD WAR II (1) Big Three- very detailed game.
ARCTIC ADVENTURE (1) Search for Viking treasure.
DESERT STORM (1) Slide show info of the Gulf conflict.
JUMPMAN LIVES (1) (EGA) Up to four player arcade game.
ZZT (1) Addictive problem solving game.
ASTRO-HEALTH (1) Vitamins/Minerals for Astological signs
HORARY HELPER (1) Horary astrol. for day, time & place.
SHOWPARTNER LITE (2) Creates superb presentations.
EXECUTIVE DIRECTOR (2) (HD) DOS shell/file manager.
DISKTREE (1) (HD) Friendly front end for DOS.

WORD PROCESSING

PC TYPE 4 (4 discs)(HD) Latest version from Buttonware.
GALAXY LITE (1) Wordstar compatible/drop down menus.
THESAUR PLUS (1) (HD) Good pop-up, use with your w/p.
STYLE CHECKERS (1) Checks the readability of text.
SIGNSMITH (1) Create letterheads/posters/logos/pics.
LQ (1) Dot Matrix print enhancer, fonts, print-spooler etc.

DATABASE MANAGEMENT

PC FILE 5 (3 discs) (HD) Powerful D/Base III compatible.
FILE EXPRESS v5(4) Powerful, but easy to use.
FREEFILE (1) Easy to learn menu-driven database.
ZEPHYR (2) (HD) Easy to use fully relational D/Base.
WAMPUM (1) Fast, fully relational. Great Value!
CLUB (1) UK club membership program.

INTEGRATED PROGRAMS

ALT (1) (HD) Editor/ calculator/ address book/ calandar etc.
FRIDAY (1) (HD) Super pop-up Organiser/ diary/ notebook.
ACTIVE LIFE FOR DOS (2) Calendar, appointments, dialler.

PAINTING/DRAWING

FRACTAL GRAFICS (1 disc) PCX drawing using Fractals.
VGA PAINT (1) Excellent VGA graphics/drawing program.
DESKTOP PAINT (1) (HD) (EGA or Hercules) Superb B/W.

DESIGN

CHARTS UNLIMITED (1 disc)Flowcharts/electrical/Gantt etc
EASYDRAW (1) Technical drawing, flowcharts, diagrams.
DRAFT CHOICE (1) Accurate, easy to use CAD program.
PC-DRAFT II (1) Full A4 150 dots per inch drawings.

GRAPHICS UTILITIES

GRAPHIC WORKSHOP (2 discs) (HD) Converts/scales/ views/dithers andprints many picture formats.
ICONVERT (1) Converts many formats + screen preview.

SPREADSHEETS

AS-EASY-AS (1 disc) Famous 123-style spreadsheet.
TUTOR 1-2-3 (1) Interactive tutorial for 123 beginners.

CLIP ART

OFFICE IMAGES (1 disc) Light hearted, choose PCX or MAC.
COOPER SET (2) 1500 pictures. Choose: PCX/IMG/MAC.
DECORATIVE DROPCAP (1) Decorative capitals in PCX /IMG

BUSINESS

LEADMASTER (1 disc) (HD) Complete sales office system.
MANAGEMENT TRAINING (1) Thorough training program.
BUSINESS LETTERS (3) 600+ letters in ASCII format.

FINANCE

FREEWAY CASHBOOK (3 discs) Profit & loss/VAT/bank rec.
PAGE FINANCE CONTROL (2)(HD) Leading finance package
FREEWAY LEDGERMASTER (4) Major integrated system.
HOME FINANCE MANAGER (1) Keeps your home accounts.

DOS UTILITIES

MCAFFEE VIRUS TOOLS (2 discs) Anti-virus programs.
POWERMENU (1) (HD) Friendly menus, easier than DOS.
AUTOMENU (1) (HD) Run programs with single keystrokes.
PC DOS HELP (1) Highly rated DOS tutor/detailed refs.
PKZIP/PKUNZIP (1) Fast and efficient archiving program.
PKZMENU & PKLITE (1) Two utilities for PKZIP.
HYPERDISK (1) (HD) Disc caching to speed up your system.

PROGRAMMING

C TUTOR (2 discs) Excellent tutorial with examples.
PERSONAL C COMPILER (1) Best shareware compiler?
A86/D86 (1) Fast Assembler/debugger.
8086 TUTOR (1) Intro to Assembly language programming.
TURBO PASCAL TUTOR (2) Very good tutorial.

HOBBIES & INTERESTS

FAMILY TREE (1 disc) Prints charts or book with index.
BROTHER'S KEEPER (4) Friendly. Prints sideways charts.
SOLVER (1) Crossword, anagram & word square solver.
FOOTBALL FORECAST (1) Popular pools/fixed odds system.
PUNTER'S PAL (1) UK Horse racing analysis program.

GAMES

SOCCER GAME (1 disc) Get your team to the First Division.
GOAL (1) International soccer management.
PC PRO GOLF (2) Golf simulation. Quite good CGA graphics.
GRAND PRIX (1) Manage a Formula One team.
FORD SIMULATOR II (2) Test drive a Ford car!
INSANITY (1) Fantastic maze game. Needs colour.
DRACULA IN LONDON (1) Good graphic adventure game.
GET LUCKY (1) Collection of harmless (18+ only) games.
SLEUTH/HANGMAN (1) Find the murderer!
BACKGAMMON (1) Plus Cribbage & Draughts. Very good!
POWERCHESS (1) Super chess game. Works on all graphics
CASTLE MASTER (1) (CGA) Rescue your twin.
PHAROAH'S TOMB (1) (CGA) Raiders of the Lost Tomb.

EGA/VGA GAMES

VGA SHOOTING GALLERY (1 disc) 7 shooting competitions.
EGA ARCADE (1) 6 games including Mazewar & Shuttle.
EGA MAHJONGG (1) Super graphics, can design your tiles.
CUNNING FOOTBALL (1) American football sulation.
DARK AGES (1)(286) Supports AdLib/Sound Blaster cards.
GLOBAL WARFARE (1) UK written, RISK-type game.
COMMANDER KEEN (1) One of the best ever PC games!

EARLY LEARNING

HOORAY FOR HENRIETTA (1 disc) Maths for 5-12 year olds.
HENRIETTA'S BOOK OF SPELLS (1) Spelling for age 7-14.
AMY'S FIRST PRIMER (1) Pre-school educational games.
PC LEARNING GAMES (4)(EGA) Maths, Words etc (2-8yrs)
ANDY'S WORD GAMES (1) Improve spelling & grammar.
FUNNELS & BUCKETS (1) Games for age 2 to 10.
MONKEY BUSINESS (1)(mouse) Interactive story (age 7-10)

EDUCATION

PC TUTOR (1 disc) Good interactive computer tutorial.
TYPING TUTORS (1) Good tutors- PC TOUCH & FASTYPE.
GCSE (1) Choose Maths, Science, Physics, Comp. Studies.
WORLD MAP 2.9 (1) Draws global maps - fascinating!
FRENCH TUTORS 1 & 2 (2) Multiple choice tests.

LIFESTYLE

HOROSCOPE/ASTROLOGY (1)Prints star Chart & analysis
HANDWRITING ANALYST (1) Thorough graphology program

MS WINDOWS PROGRAMS

WINDOWS GAMES (1 disc) 12 games, Poker, Yacht etc.
SCREEN PEACE (1) Set of screen saver programs.
ICON TOOLS (2) Let you edit, draw, view Icons.
ZIP MANAGER (1) File compression manager.
ORGANISE (1) Personal information manager .
WINCHESS (1) Very good chess game.
WIDOWS ALMANAC (1) Calendar. notepad, alarm etc.
WINDOWS WALLPAPER (2) 18 pictures for your desktop.
PAINT SHOP (1) Converts between BMP, PCX & GIF.
BIGDESK (1) Increase the working area of your desktop.
PARENTS (1) Genealogy program for Windows.
SNAPSHOT (1) Capture screens for use in other programs.

REGISTERED PACKAGES

We can supply registered versions of many titles. When you register, you get a printed manual, technical support etc. We can also try to register on your behalf, programs not listed here, but this would take a little longer. Prices are inclusive of VAT and P&P.

HENRIETTAS BOOK OF SPELLS £24.99	HOORAY FOR HENRIETTA £24.99
ZEPHYR £58.75	FINGERPAINT £30
PC FILE 5 £116.33	GALAXY LITE £34.08
AUTOMENU £64.63	AS-EASY-AS £52.88
FILE EXPRESS £76.38	ODYSSEY £104.58

PAGE FINANCIAL CONTROLLER £146.88
PKZIP £34.08 PKZMENU £34.08 PKLITE £34.08
(All three of the above £81.08)
PCX-SHOW £59.50 BOOT.SYS £34.08

We also have many more programs available please 'phone for latest prices.

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